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OFFICIAL STRATEGY GUIDE

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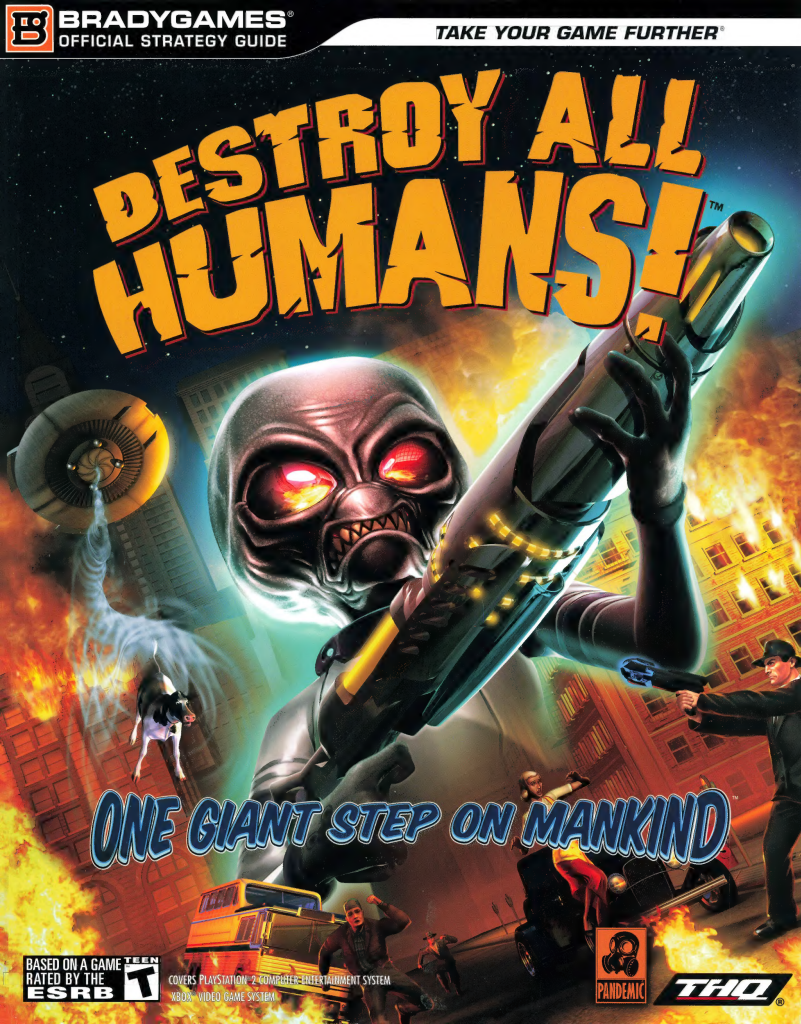
DESTROY ALL HUMANS!™



ONE GIANT STEP ON MANKIND™

BASED ON A GAME RATED BY THE ESRB — T (TEEN)

COVERS PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM
XBOX VIDEO GAME SYSTEM

PANDEMIC

THQ®

DESTROY ALL HUMANS!™

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THE FURON RACE

"Listen up Cryptosporidium-137! The clock is ticking on our invasion window and I don't have time to handhold you through this. Since the destruction of Earth and the reign of the Furon Empire depend on you, I will indulge you with a bit of background information… just this once.
It was in the earliest days of the Empire we realized our brilliant, indomitable species was doomed. Eons of waging war on inferior races with unregulated atomic weaponry had mutated our genes. As such, we could not propagate due to our complete and utter lack of genitalia. We had conquered the galaxy, but at a terrible price. Fortunately, a Furon ship happened upon Earth on its way back from destroying the Martians. Human society was young and… nubile. I needn't go into the messy details but, needless to say, every human being alive today has, buried deep in his genetic code, a strand of Furon DNA. Over the eons, we've learned to clone ourselves, but with each iteration the information has degraded and the results are increasingly unpredictable. However, the Furon genes found in humanity's DNA are ancient and uncorrupted, representing the future of the Furon race.
This is where you come in, Crypto. We are sending you to Earth to bring back our fresh DNA found deep inside the human brain stems. We don't care if you have to sacrifice the entire human race to do so—in fact we prefer it! Since your brother, Cryptosporidium-136, disappeared during a similar mission, it is now up to you to infiltrate the pathetic human society and get that DNA. I will accompany you in the Mothership and make sure you have the means to fulfill your mission. Use this guide book as a tool to help you in your quest for alien domination, as it offers everything you need to Destroy All Humans! Our fate now rests squarely on your bulbous head Crypto; don't let us down."

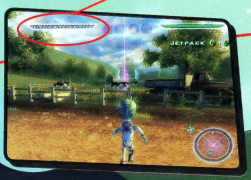
BATTLE PLAN

"Crypto! As you know, Furons such as myself rely on our mental abilities for menial tasks. You, however, have yet to develop my higher brain functions. Never fear, there's no need to feel ashamed. You can still use your novice abilities to your advantage. Listen carefully and absorb the information that I am about to unveil to you, as it will keep me from having to pump out yet another Cryptosporidium clone."

CONCENTRATION METER

The series of blips at the top-left corner of the screen represent the Concentration Meter, but you already knew that, didn't you? Concentration is your psychic energy, which will drain when using your mental abilities, such as Hypno Blasting, Brain Extracting and Psychokinesis. When your psychic energy has been completely depleted, you won't be able to use your powers until the Meter has refilled. Note that you will automatically regain Concentration—albeit rather slowly—when not using these mental powers. However, if you want to refill it quickly, Cortex Scanning humans will do the trick.

CONCENTRATION METER



AREA MAP

You will receive psychokinetic telemetry from the Mothership, which will be constantly updated on the Area Map. The Area Map is located in the bottom-right corner of the screen and displays important data, such as your current position, noteworthy objects and creatures in the vicinity. Additionally, the map reveals the enemies' current awareness status, objective blips, the saucer and Landing Zones. Finally, mission-related objects appear as pink dots on the map.

AREA MAP

VIRTUAL INDICATOR

In addition to the data on the Area Map, you can ascertain important information out in the field, which appears as Virtual Indicators over certain objects, creatures and human beings. These indicators help to determine if the objects or beings have some useful information, and gauge their current state of being. These different levels can include surprise, curiosity and even hostility.

CORTEX SCAN

We Furons owe our superiority to our fantastic mental powers. For example, we can peer into the minds of lower life forms via the Cortex Scan. Cortex Scanning any unsuspecting living creature with a brain enables us to read its synaptic firings like a pop-up book. To execute a Cortex Scan, target a creature and hold down the Ability Menu button while pressing and holding the Cortex Scan button until you rip their illiterate thoughts from their pathetic little brains! By the way, Cortex Scanning will also fill the Concentration Meter.

AWARENESS LEVELS

As humans become aware of the chaos, "!" icons appear over their heads. As more humans become aware, the Awareness Level is raised and ever increasing waves of authorities attempt to hunt you down. The four icons at the top of the screen show the current Awareness Level. The first icon indicates that the citizens are aware of your presence. The second icon indicates the police have been called and are on the scene. The third icon indicates the military has become involved. The fourth icon is when Majestic appears, a top secret government agency that has the power of seeing through your disguise and bringing you down with high-tech weaponry.

PSYCHOKINESIS

It's true! We can do far more with our massive cerebra than just scanning lesser minds. As I previously mentioned, over eons we have evolved the astounding power of Psychokinesis (PK), with which we can elevate and move objects many times our own weight. To use PK on a living creature or inanimate object, target said object or creature and hold the Activate Probe button and press the PK button. Upon activating PK, you can then manipulate your target with the Right Analog Stick and the In, Out and Push buttons. The Right Analog Stick will move the targeted object up or down, while the In and Out buttons will move it toward and away from you respectively. Also, double tapping the Push button will hurl the object with satisfying force. Press the Right Analog Stick to move the object left or right.

BRAIN EXTRACTION

So, how can you help the Furon Cause, you ask? This is what this mission is all about: extracting Furon DNA from the humans' Brain Stems. To extract the Brain Stem (from a live or dead victim), target its corpse and hold down the Ability Menu button while pressing the Extraction button. Hold down these buttons long enough, and the Brain Stem will pop from the human's head like the pulp from a soft melon. If you're in a hurry, you can rapidly tap the Extraction button to get it even quicker. For every Brain Stem that is collected, the Furon race moves one step further away from galactic extinction.

HOLOBOB

Of course I know it's a silly name, but I didn't make it up! It's possible, even probable, that you will need to disguise yourself as one of those pathetic, disgusting human beings to get around virtually undetected while in their midst. To do so, target one without alerting them to your presence and press and hold the Holobob button to assume their identity. While we Furons have not perfected the practice of HoloBobbing, your disguise will work as long as you don't get too close to the agents in black. It's possible to determine if your cover has been blown when you start to glow the color red. Do note: If you run out of Concentration pips in the Concentration Meter, you will lose your disguise and won't be able to Holobob another until it begins to refill.

HYPNO BLAST

Sometimes you will need to use your menial mental abilities to control the minds of these pathetic human beings through what we Furons call the Hypno Blast. Once the Hypno Blast has successfully been executed, you can then implant limited commands inside their puny brains and force them to do your bidding. These basic commands include "Sleep!" and "Distraction!". In addition, there may be times when you can issue context-specific commands tied to a certain scenario or mission objective. To execute the Hypno Blast, hold down the Ability Menu button and press the Hypno Blast button. Once a human is under your control with a mission-specific command, maintain a close proximity to them to keep the command implanted. As with Extraction, you can quickly Hypno Blast a target by rapidly pressing the button.

FURON TECHNOLOGY

"It's true — you don't have my superior mental capabilities, and as such, you are going to need some extra help while you are out amongst the earthlings. Over the eons, we Furons have used our technological brainpower to come up with high-tech weaponry and gadgets that even the most advanced extra-terrestrials could never dream of. I suggest you get acquainted with them quickly or else suffer a humiliating fate."

CRYPTO'S WEAPONRY

ZAP-O-MATIC

The Zap-O-Matic is available at the start of the game. Although it may not be the mightiest weapon in terms of power, a few prolonged blasts of the Zap-O-Matic will fry any human being into a quivering mass of skin and bones. The Zap-O-Matic runs on renewable energy and must be recharged after repeated use. Upgrades give this gun the ability to chain its lightning rays and target multiple enemies simultaneously.

ION DETONATOR

This ingenious weapon launches a plasmatic Ion Bomb, which will either explode within approximately 10 seconds, catching and instantly killing any human beings foolish enough to be caught in its wide blast radius, or it can be detonated remotely at will. Upgrades give this gun the ability to hold more ammo, increase the blast area, and unleash more damage.

DISINTEGRATOR RAY

This precious piece of Furon weaponry has the capability of engulfing its target in bursts of molten hot energy. All it takes is a few direct hits to completely vaporize them into neat little piles of ash. Upgrades give this gun the ability to shoot with a wider range.

ANAL PROBE

Although these humans are inferior to the Furons in every single way, it doesn't mean that they shouldn't be examined. The Anal Probe serves a two-pronged purpose. One, it enables the aliens to study them…intimately. Two, a charged blast will cause a target's head to explode, yielding a juicy brain stem!

THE SAUCER

DEATH RAY

The Death Ray comes standard equipped on all Furon saucers, and its devastating effects on the landscape and surrounding structures is quite gratifying. A steady blast from the Fire button will shoot a continuous beam of energy at the ground, cutting a path through anything it touches. While the Death Ray has unlimited energy, it must be allowed to cool down between shots. Upgrades for this weapon include increased damage and a faster recharge rate.

SONIC BOOM

The Sonic Boom shoots a concentrated shock wave of sound at its target, creating a large and devastating shockwave that will cause serious damage to anything nearby when it makes contact. The saucer's Sonic Boom cannon can hold plenty of projectiles, but use them wisely. Upgrades for this weapon include increased ammo capacity and a wider area of effect.

ABDUCTO BEAM

Objects, such as automobiles and, yes, even human beings, can be sucked up with the Abducto Beam and transported high above the landscape. To target an object with the Abducto Beam, position the Saucer over it and press and hold the Fire button. Keeping the Fire button held down will keep the object caught within the beam, thus enabling you to move and drop it elsewhere. Want to get rid of a pesky tank? Why not toss it into the lake?

QUANTUM DECONSTRUCTOR

You want power? You'll get it with the Quantum Deconstructor! The ultimate in Furon technology, this vital weapon fires radioactive bombs that explode in huge clouds of nuclear energy. Anything caught inside the resulting blast radius will be annihilated.

TURNIPSEED FARM

Mission 1

DESTINATION EARTH!

MISSION BRIEFING

"Listen up Crypto! To ensure this invasion runs smoothly, it's imperative we identify the dominant life forms on this world. My sensors indicate that those lactating bovines are likely candidates. Get to it!"

MISSION GOALS

1. Enter the cow paddock.
2. Read a beast's thoughts! Use the Cortex Scan on it!
3. Use PK to mutilate the creatures.
4. Kill the human farmer!
5. Extract and collect the Brain Stem from the farmer!
6. Kill the farmhands!
7. Vaporize the inquisitive authorities!
8. Enter the saucer.
9. Destroy the human dwellings.
10. Annihilate the military threat!

CURRENT CONSTRAINTS

None

ENTER THE COW PADDOCK

1

Before embarking on this mission of invading Earth, it's important to come to grips with Crypto's many extra-terrestrial powers. To start, head over to the cow paddock, jump over the fence, and approach the highlighted cow.

PSYCHOKINETIC TELEMETRY

DURING CRYPTO'S TIME ON EARTH, HE WILL RECEIVE PSYCHOKINETIC TELEMETRY FROM THE MOTHERSHIP. THE DATA EITHER APPEARS ON THE AREA MAP IN THE LOWER-RIGHT CORNER OF THE SCREEN OR AS VIRTUAL INDICATORS FLOATING OVER NOTEWORTHY CREATURES OR OBJECTS IN THE VICINITY.

READ A BEAST'S THOUGHTS! USE THE CORTEX SCAN ON IT!

2

Cortex Scan

Performing a Cortex Scan enables Crypto to read the thoughts of any unsuspecting creature. To implement a Cortex Scan, select a target and press and hold the Probe button (when done correctly, the Cortex Scan option appears on the Ability Menu in the left corner of the screen). While holding down the Probe button, press the Cortex Scan button. You can scan a creature's mind (human or otherwise) as long as the Cortex Scan button is held until the target's thoughts have been nipped from its puny little brain.

Scan the first cow in the area to see its thoughts, which are primitive—yet profound. Select a second bovine and scan it as well.

HEY, WHATCH'A THINKIN?

VIRTUAL INDICATORS APPEAR OVER CERTAIN OBJECTS, CREATURES, AND HUMAN BEINGS AS THOUGHT BUBBLES. LEARN TO READ THEM, AS THEY CAN HELP GAUGE THE OBJECT'S CURRENT STATE, WHICH CAN INCLUDE SURPRISE, CURIOSITY AND EVEN HOSTILITY. WHEN A HUMAN HAS A THOUGHT BUBBLE OVER HIS HEAD, HE WILL USUALLY HAVE HELPFUL MISSION-RELATED INFORMATION TO LEARN. READ THESE PEOPLE FIRST, AS THEIR THOUGHTS WILL BE MORE BENEFICIAL.

USE PK TO MUTILATE THE CREATURES!

3

After scanning two cows, Crypto has a brief verbal exchange with one of the herd. Unfortunately, it doesn't go as planned as he quite literally ends up getting dumped on. Show them who's boss by performing Psychokinesis!

Psychokinesis

Furons can do more with their massive cerebra other than scanning lesser minds. The art of Psychokinesis (PK) enables Crypto to elevate and move objects many times his own weight. To use PK on a living creature or inanimate object, target it and press and hold the Probe button (when done correctly, the PK ability appears on the Ability Menu).

While holding down the Probe button, tap the PK button to lift the object into the air. You can use the Right Analog Stick to move it around, as well as slam it into the ground. Once the object has been PK'd into the air, you can also PK Push it by tapping the PK button, as well as reel the object in and out.

Use PK on another unsuspecting cow and either slam it into the ground or use PK Push to hurl it skyward. Orthopox (or Pox, for short) wants Crypto to "PK" a total of six cows—that should teach them!

NEED TO CONCENTRATE

USING MENTAL ABILITIES DRAINS CRYPTO'S CONCENTRATION. THE CONCENTRATION METER, LOCATED AT THE TOP-LEFT OF THE SCREEN, REPRESENTS CRYPTO'S PSYCHIC ENERGY. WHEN THE CONCENTRATION METER HAS BEEN COMPLETELY DRAINED, HE WON'T BE ABLE TO USE HIS POWERS UNTIL IT'S BEEN REFILLED. CONCENTRATION BLIPS ARE RECHARGED BY SCANNING HUMANS AND ALSO SLOWLY RECHARGES OVER TIME.

Use the Area Map to locate additional cows, if you're having trouble finding all six of them. They are represented by pink dots on the Area Map. It's possible to eliminate multiple cows (or enemies) by using PK Push to hurl them into each other. Once a cow has been PK'd, use the Right Analog Stick to aim it at another one and toss it.

KILL THE HUMAN FARMER!

A farmer comes out of the nearby house thinking he smells some good ol' country BBQ. What he will find instead, is that he is on the menu!

Zap-O-Matic

While it may not be the mightiest weapon in a Furon's arsenal, a few prolonged blasts of the Zap-O-Matic will fry any human being into a quivering mass of skin and bones. To fire the Zap-O-Matic, press and hold the Fire button. To target the weapon, move the Right Analog Stick to move the targeting reticule. Firing the Zap-O-Matic drains its batteries, which means that you must wait for them to recharge before firing again. One advantage of the Zap-O-Matic is that it will not destroy the human body, meaning you can still extract the brain or Holobob them.

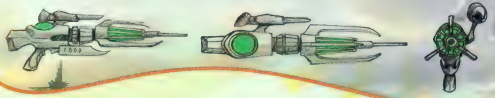
Quickly approach the farmer and fry him up! Keep the Fire button depressed until all of the juice is drained from the Zap-O-Matic. One prolonged blast should drop him to his knees—permanently.

EXTRACT AND COLLECT THE BRAIN STEM FROM THE FARMER!

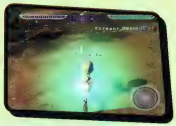
After eliminating the farmer, make sure to grab a souvenir in the form of his brain stem! To do so, target the farmer and extract that brain!

Brain Extraction

This is what the mission is all about: extracting Furon DNA from the humans' brain stems. After killing a human, target its corpse and hold down the Probe button. Extract the brain by pressing and holding down the Extract button. Mashing the button will result in a faster brain removal. It is possible to extract the brain of a live human, but it is much more difficult than extracting the brain of a dead human. Lastly, living brains yield a higher DNA since they are fresher.



There are a few things to note about Brain Extraction and DNA. You can use the collected DNA to trade for some nice upgrades back at the Mothership. Also, DNA is used to unlock other missions.



KILL THE FARMHANDS!

6

As soon as the farmer's brain has been extracted, the dead farmer's wife emerges from the house and screams with horror at the sight of an alien lifeform. Her screams alert the neighbors. It's a good thing Crypto is equipped with a Shield.

Shield

The Shield protects Crypto from damage, although it gets depleted with repeated attacks. The Shield Energy Bar is located at the top-right of the screen and evading combat for a short period of time allows it to recharge. If the Shield is completely depleted, Crypto will become vulnerable; further injuries result in a quick trip to the Mothership's cloning chambers, where a cloned version of Crypto will be produced and sent back to Earth.

The task now is to zap a total of three farmhands, which shouldn't be too difficult. However, they are carrying shotguns, so be careful and keep moving. Use the Area Map to locate each farmhand and give him the shake and bake!

A good way to avoid taking too much damage is to strafe around your target, circling it while zapping it with the Zap-O-Matic. Remember: A moving target is much tougher to hit than a stationary one.

VAPORIZE THE INQUISITIVE AUTHORITIES!

7

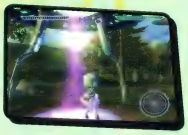
As soon as all three farmhands have been eliminated, the local authorities appear and find the alien spacecraft—that's no good. Now that they've discovered it, it's time to take them out.

IT'S GOOD TO BE SNEAKY

IT'S POSSIBLE TO USE STEALTH AND DISTANCE TO SNEAK UP ON AN UNSUSPECTING HUMAN PREY. STAY OUT OF THEIR SIGHT RANGE BY REFERRING TO THE VIRTUAL INDICATORS OVER THEIR HEADS. A QUESTION MARK INDICATES THEY HAVE SEEN SOMETHING, BUT THEY'RE STILL UNSURE. ONE EXCLAMATION MARK MEANS THEY DEFINITELY SAW SOMETHING AND WILL INVESTIGATE, WHILE TWO EXCLAMATION MARKS MEAN YOU'VE BEEN SPOTTED!

ENTER THE SAUCER

8



Once the threat has been quelled, Crypto is called back to his saucer. Make sure to extract all the brain stems in and around the area, then walk underneath the saucer to get beamed inside the ship. The ship is noted on the Area Map marked by a blue dot.

Now it's time to clean up this mess and show the locals you mean business! The saucer has been built with the latest in Furon state-of-the-art technology and comes standard equipped with a menacing and deadly Death Ray. Why not lay waste to the landscape and surrounding structures?

Death Ray

To fire the saucer's Death Ray, press and hold the Fire button. Doing so causes a continuous beam of searing energy to hit the ground, cutting a swath of destruction through anything it touches. Although the Death Ray has unlimited energy, it will overheat if it is fired for long periods of time. When this occurs, you must let it cool down between shots.

DESTROY THE HUMAN DWELLINGS

9

Controlling the saucer is relatively easy. Use the Left Analog Stick to move forward and reverse, as well as to turn left and right. The Right Analog Stick is used to strafe. Just be careful with this pride of the Furon fleet—you break it, you pay for it!

Use the Area Map and virtual indicators to locate the buildings and structures Pox wants destroyed. To flatten a building to the ground, position the saucer so that the laser reticule is targeted over it and let 'er rip. It takes multiple strikes to flatten most structures, so let the Death Ray cool down between blasts and shoot again. There are a total of four structures to destroy: the farmhouse by the lake, the docks, the barn and the silo.

ANNIHILATE THE MILITARY THREAT!

10

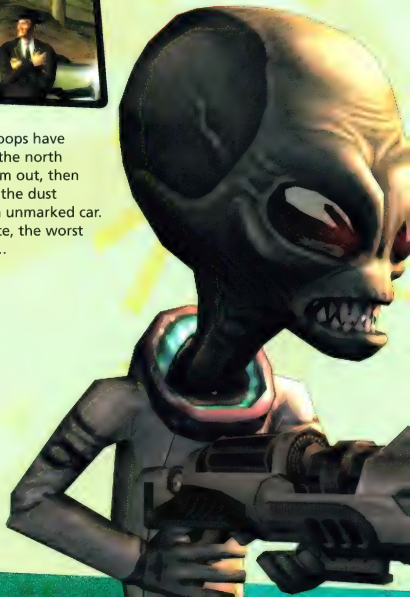
The moment Crypto drops the final structure to the ground, the "human military industrial complex" shows up. If their leaders find out about the alien presence, the mission is cooked! Turn the Death Ray on them!

Now there are ground units and tanks firing at the saucer. At the moment, there are two cargo trucks and a tank that need to be eliminated. Stay moving to avoid the tank's mortar fire and take it out first, then focus your attention on the other targets.

CRUNCHY ON THE OUTSIDE

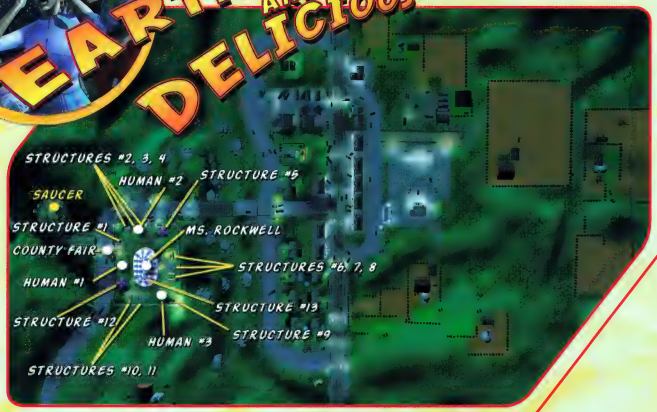
THE SAUCER CAN ONLY TAKE SO MUCH DAMAGE BEFORE IT IS DESTROYED, TAKING CRYPTO ALONG WITH IT. TO GAUGE THE SAUCER'S CURRENT STATE OF DAMAGE, KEEP AN EYE ON THE INTEGRITY METER, WHICH IS LOCATED IN THE TOP-RIGHT OF THE SCREEN. THE ONLY WAY TO REPAIR ITS HULL IS TO FIND A REPAIR POD, WHICH POX WILL DROP WHEN CERTAIN BUILDINGS HAVE BEEN DESTROYED.

As soon as the first set of vehicles and troops have been destroyed, a new wave appears to the north through the bushes. Locate and take them out, then find and eliminate the last group. When the dust settles, two mysterious men appear in an unmarked car. They mention something about Silhouette, the worst scenario, and Roswell. The plot thickens...



Mission 2

EARTH WOMEN ARE DELICIOUS



MISSION BRIEFING

"Listen up Crypto! Over the eons, we've learned to clone ourselves, but with each iteration, the information has degraded and the results are increasingly unpredictable. However, the Furon genes found in humanity's DNA are ancient and uncorrupted, representing the future of the Furon race. We have detected a horde of humans up ahead, congregating at some sort of holy ground. Get over there and retrieve that DNA!"

MISSION GOALS

1. Enter the fair.
2. Scan humans to find a test subject.
3. Get Miss Rockwell back to the ship for probing!
4. Walk toward the saucer to start the probing.
5. Destroy the fair!

CURRENT CONSTRAINTS

None

ENTER THE FAIR

1

The first mission objective is to enter the fairgrounds, which is located directly to the north. It's not going to be cakewalk, though, as many of these pesky humans have congregated outside the grounds. Luckily, you can use another of Crypto's powers to aid in this mission.

Hypno-Blast

Performing a Hypno Blast enables Crypto to use his mental abilities to control the minds of these pathetic human beings. To execute a Hypno Blast, target a human and press and hold the Probe button. While holding down the Probe button, tap the Hypno Blast button – the faster you tap it, the faster you can hypnotize a target.

Once the Hypno Blast has successfully been executed, you can then implant limited commands inside their brains, which include "Sleep" and "Distraction". In addition, there may be times when you will issue context-specific commands tied to a certain scenario or mission objective.

As you become more familiar with Crypto's alien abilities, start paying special attention to the humans' awareness. Exclamation Marks show when a person is aware of an alien presence. As more people become aware, police, military and eventually Majestic Agents will begin to hunt down Crypto! Use stealth to stay out of their sight.

You can practice the Hypno skills on that annoying peeping Tina next to the car down the path. Stay out of her range of vision, then scan her when you're within range. Put this one to sleep. There are plenty more subjects down by the fairgrounds. Sneak up next to them and Hypno Blast them from behind. After putting them to sleep, take the extra time to extract those Brain Stems—that's got to hurt!

There are many ways to get into the fair undetected. One way is to use the Jet Pack to hover over the left wall. Take down the farmer patrolling the perimeter by putting him to sleep, then use the Jet Pack to launch Crypto over the wall and into the fair.

Jet Pack

The Earth's atmosphere plays havoc with the Furan Jet Pack technology. While it's still possible to use it, there is limited thrust and lift before it sputters out and drops Crypto back to terra firma. Press the Jump button to get some air, then quickly press and hold it a second time to activate the Jet Pack.

Another way to get into the fair undetected is to use the Holobob ability. By using the Holobob, Crypto can disguise himself as a human so that he can stroll unnoticed right through the front gate. Whichever method you choose, you must successfully perform a Holobob on a human in order to walk freely among them once inside.

Holobot

You can use the Holobob ability to disguise Crypto as one of those disgusting humans. When disguised, people will think Crypto is one of them. To perform a Holobob, target a human without alerting them and press and hold the Holobob button to assume their identity. Unfortunately, this technology has not been perfected and this disguise will work as long as you don't get too close to the men in black. Be aware, though, as the Concentration Meter will deplete over time while in this mode and Crypto will revert back to his alien form when it has been completely exhausted.

SCAN HUMANS TO FIND A TEST SUBJECT

2

Inside the fair, Pox informs Crypto that he needs him to use the Cortex Scan on all of the fairgoers until a malleable test subject is found. There's no time to waste! Start scanning, making sure to read the minds of everyone inside the fair. Do so in a counterclockwise fashion, making sure to cover every inch of the fair.

FUEL FOR THE MIND

REMEMBER THAT YOU CAN REFILL THE CONCENTRATION METER, WHICH WILL STEADILY DEPLETE AS LONG AS THE HOLOBOB STATE IS IN EFFECT, BY SCANNING PEOPLE'S MINDS. KEEP AN EYE ON THE METER AND MAKE SURE TO CONSTANTLY SCAN HUMANS TO KEEP IT FROM RUNNING OUT.

Use the Area Map to continually locate fresh minds for scanning. Certain humans with virtual indicators over their heads may have useful information that will help further this mission along; these should be the primary targets.

GET MISS ROCKWELL BACK TO THE SHIP FOR PROBING!

3

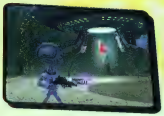
After scanning the minds of the three humans with virtual indicators over their heads, Pox reveals a new mission objective: find Miss Rockwell and hypnotize her, then bring her back to the saucer for probing.

Miss Rockwell is practicing her walk down the red carpet inside the big tent. Make sure Crypto's Concentration Meter is filled and venture inside, then use the Hypno Blast on her and command her to "Walk to Saucer".

WALK TOWARD THE SAUCER TO START THE PROBING

As soon as Miss Rockwell has been Hypno Blasted and ordered to the saucer, follow her and scan minds as needed to keep Crypto's Holobob disguise going.

The fact that Miss Rockwell is running from the fair will raise the awareness of the local law enforcement and possibly alert them to this alien presence. Do your best to steer clear of them until you can get her up to the ship.



Approach the saucer and Miss Rockwell will voluntarily walk into its beam. As she is transported into the ship, she gets the ride of her life. Vocal, responsive—just the way you like it!

Now that a test subject has been found, it's time to get inside the saucer. At this point, it's possible that the authorities have been alerted and you may have to contend with a few of them before beaming up. If this occurs, make sure to grab their Brain Stems before leaving.

Don't forget to use the PK Push as a formidable offensive weapon. Try using PK to lift an officer, then launch him into another one. This is a good way to eliminate multiple enemies at once in a quick, clean fashion.

DESTROY THE FAIR!

When the coast is clear, beam up into the saucer and turn the saucer's massive firepower on the fair. You don't want anyone reporting that there was a little green, er gray, man skulking about its grounds now do you?

Awareness Symbols

You may have noticed a row of transparent symbols located in the top center of the screen between the Concentration and Shield Energy Bar. These are called Awareness Symbols and they alert you to the awareness level of the humans. The first one, **Exclamation Mark**, means that someone has seen you but is unsure of what exactly they've seen. The second one, **Police Badge**, means that law enforcement has been alerted and is coordinating their efforts. The third one, **Military Star**, means that the military has arrived on the scene with their tanks and armored units. The final one, the letter "**M**", means that the mysterious Majestic Agents have been called in.

It looks as if the police and the military are on to Crypto! Concentrate on eliminating their forces around the perimeter of the fairgrounds before attempting to tackle the fair itself.

In addition to tanks and ground troops, be on the lookout for camouflaged gunnery stations. These buildings have been cleverly tucked away under dense foliage or placed in key locations around the fair and will shoot at Crypto with their ground to air cannons.

Take your time and work around the fair, destroying the smaller stands, tents and the ferris wheel in a thorough sweep before attempting to take down the main big tent in the middle.

Taking out the big tent completes the final mission goal, which means it's time to return to the Mothership for the next mission. Pox wants the results of the probing of Miss Rockwell, plus he's hoping you brought him back some cotton candy.

ROCKWELL

CITIZEN CRYPTO

MISSION BRIEFING

"Crypto, my highly evolved sensors indicate a pack of bovines emitting high levels of radiation. Stop wasting time, return to earth and investigate them immediately!"

MISSION GOALS

1. Scan a radioactive cow.
2. Kill the scientists.
3. Holobob the mayor.

CURRENT CONSTRAINTS

No Police Alert

Before embarking on this mission, pay a visit to Orthopox in his lab, as he has researched a new upgrade. It's always important to purchase these new upgrades from Pox, as the missions will increase in difficulty as the game progresses. Return here at every opportunity and trade in some DNA to increase Crypto's powerful arsenal.

Upgrades

Pox is always researching new technology back at the Mothership (what else does he have to do?). The gadgets he creates enable Crypto to upgrade his gun, saucer and PK abilities. Unfortunately, Pox will only hand over the Furon love if you grease his opposable digits with some DNA for his personal stash. Upgrades can be acquired at Pox's lab. Be sure to check for new ones whenever returning to the Mothership.

SCAN A RADIOACTIVE COW

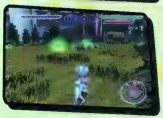
1

Upon landing, Pox reveals the first mission objective: Scan a radioactive cow. Follow the green glow (or use the area map) to locate one and scan it to find out why they've been pumped full of radiation. Note that during the course of this mission, the police *cannot* be alerted to Crypto's presence.

KILL THE SCIENTISTS

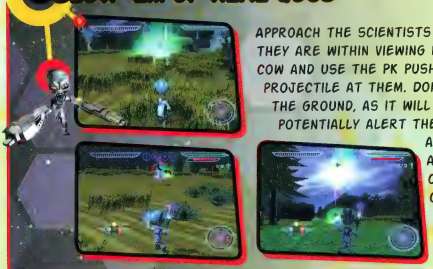
2

Pox figures out the reason instantly: those conniving scientists have turned these peaceful gasbags into exploding zombie cows! It's time to show these humans the folly of their mad science by killing them all!



There are three scientists to kill, as indicated in the top-right corner of the screen. Their locations are displayed on the area map marked as pink dots. Carefully follow the map to their locations, staying far enough back as to not alert them.

BLOW 'EM UP REAL GOOD



APPROACH THE SCIENTISTS FROM THE SOUTH AND WHEN THEY ARE WITHIN VIEWING RANGE, PK A RADIOACTIVE COW AND USE THE PK PUSH TO SHOOT THE EXPLODING PROJECTILE AT THEM. DON'T LET THE COW TOUCH THE GROUND, AS IT WILL PREMATURELY EXPLODE AND POTENTIALLY ALERT THE SCIENTISTS. YOU CAN ALSO PK A SCIENTIST AND TOSS HIM INTO A COW. IF THERE ARE MULTIPLE COWS NEARBY, DOING SO WILL CAUSE A CHAIN REACTION.

In addition to the scientists, there are also a few shotgun-toting farmers in the nearby field. If you're quick enough, it's possible to complete this objective without taking any damage. If all else fails, also whip out the Anal Probe or Zap-O-Matic to finish the job.

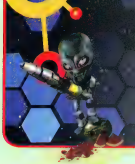
HOLOBOB THE MAYOR

It looks as if the Mayor has been spooked! He then takes off down the street on foot, which could potentially ruin the mission if he gets away. You have 2 minutes and 30 seconds to stop him before he can alert the townsfolk! Quickly give chase, making sure any pedestrians or local law enforcement don't notice anything.

The best way to go unseen is to use the Jetpack to get up to the roofs of the buildings facing the street, then target a pedestrian and Holobob his/her identity. Remember to continually scan passersby to refill the Concentration Meter.

The Mayor has retreated to his palatial estate up the street. Follow his marker on the area map to locate it, then head around the back right side of the mansion to locate him. Unfortunately, he has company. In order to successfully complete this mission, you must find a way to get rid of the police officer first.

SLEEP TIGHT, OFFICER



MAKE SURE THE CONCENTRATION METER IS FULL (OR AT LEAST TWO-THIRDS FULL), THEN TARGET THE POLICEMAN, HYPNO BLAST HIM, AND PUT HIM TO SLEEP.

With the officer sawing logs, it's time to focus on the Mayor. Stay behind him so that he doesn't become alerted, transform back into Crypto, then just as quickly Holobob the Mayor and transform into him.

After doing so, a town meeting takes place. Disguised as the Mayor, Crypto must quell the locals' fears. To do so, engage them in a series of comments, picking from a selection of predetermined statements. If you happen to choose the wrong one, you will receive a bad mark. However, choosing a correct statement after a wrong one will undo the damage. However, choose wrong three times in a row, and the gig is up! Follow the answers starting on the next page:

To kick things off, choose "Pretend Glowing is Normal." The first answer takes care of a good portion of the crowd.

For the next round, choose "Blame Communism." This definitely appeals to the crowd, convincing many more.

For the third round, appeal to their small town sensibilities by choosing "Act Patriotic." A few blown kisses means that you've got them eating out of the palms of your hands, keep it up!

Next, continue the Communism slant by choosing "Discredit Scientists." This may not be the best way to go, though, as one pesky town member asks questions about the goings-on at the fair. (Note: this ***does not*** give you a black mark!)

Try "Ignore the Question." A little politicking seems to work the crowd over, wiping out the bad comment from earlier. (Note: This ***does*** give you a black mark.)

It's definitely time to end the charade, before things get too hot. Choose "Blame Cows," which does the trick. These humans are what the Furons call easy pickins! (Note: This ***does*** remove the black mark.)

Well done! According to the Townsfolk, there is another "human hive" in a place called Santa Modesta. This should be the next destination!

SANTA MODESTA

ALIEN POOL PARTY

MISSION BRIEFING

"Ah, Sunny Santa Modesta. First up, I want you to find the Alpha Male of this town. Perhaps we can gain an insight into how this whacked human social hierarchy functions. Quickly take a human disguise and remain completely incognito. If your true form is seen by anyone, your mission will fail."

MISSION GOALS

1. Find the mayor.
2. Scan the mayor.
3. Clear the pool party area of humans.
4. Reduce the Santa Modesta police force to half strength.

CURRENT CONSTRAINTS

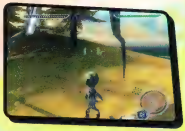
No Police Alert

Before starting this mission, check in at Pox's Lab for some potential upgrades. The first Death Ray upgrade for the saucer is now available for the low, low price of only 500 DNA!

FIND THE MAYOR

1

There's no time to waste! Grab the nearby Alien Probe if you want, then head toward the coast and away from the approaching policemen to avoid being spotted.

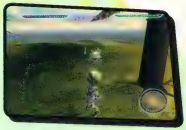


WATER IS BAD

THE FURON DERMIS IS NOT BUILT FOR WATER-BASED ELEMENTS. IF YOU STRAY INTO THIS HYDROGEN AND OXYGEN MIXTURE, IT WILL QUICKLY POISON CRYPTO'S PORES AND CAUSE A PAINFUL AND GRISLY DEATH.

Watch the Area Map for any humans, which are marked as blue dots. When one appears on the map, even if he or she is far off in the distance, aim the targeting cursor over him/her and use the Holobob to assume their identity.

Follow what was done at the fair and start scanning humans for clues. Pay particular attention to the ones with virtual indicators over their heads, as they may have some useful information about this Mayor's whereabouts. In particular, look for the male citizen at the beginning of the mission to find the location of the pool party in a timely manner.



While wandering around the area, stay on the lookout for Alien Probes. Many are sitting out in the open, but it's impossible to collect them while in HoloBob form. If you spot one, revert back to Crypto, grab it, then quickly change into HoloBob.

SOMEBODY SAY POOL PARTY?

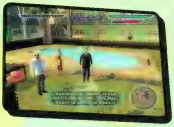
IF YOU FIND A FEW HUMANS WITH VIRTUAL INDICATORS, THEIR INFORMATION WILL LEAD TO A POOL PARTY AT THE LOCAL MOTEL. YOU CAN FIND THE MOTEL DUE NORTH OF THE SAUCER.

If you get lost on the way to the pool party, just keep an eye out for the signs. They'll point Crypto in the right direction!

SCAN THE MAYOR

2

As Crypto approaches the motel, Pox orders him to scan the Mayor for more information. The Mayor's location then appears on the Area Map as a pink dot. Follow it, being sure to keep up a disguise and the Concentration Meter until the portly politician is found. Scan the Mayor to reveal his innermost thoughts. Thoroughly disgusted with the results, Pox commands Crypto to trash the place!



CLEAR THE POOL PARTY AREA OF HUMANS

3

It's time to have some fun, Furon-style. With the full blessing of the Furon leaders, break out the Zap-O-Matic and/or Anal Probe and wreak some havoc! A carefully aimed Zap-O-Matic blast at a nearby propane tank or gas grill will cause it to explode, catching those pathetic humans in its blast radius and sending them flying into the air.

Continue to eliminate the humans until some major damage has been done to the population of Santa Modesta. Eventually, the alert level will be raised high enough to bring on some heat. This is when Pox chimes in with a new present: the **Disintegrator Ray**.

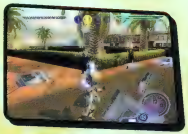
Disintegrator Ray

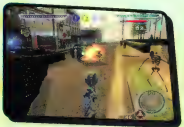
Ah yes, the Disintegrator Ray. This precious piece of Furon weaponry has the capability of engulfing its target in bursts of molten hot energy. All it takes is a few direct hits to completely vaporize them into neat little piles of ash. Press the Fire button to shoot the Disintegrator Ray, or press and hold the Fire button for a burst. Unlike the Zap-O-Matic, this weapon requires ammo. Search around the environment to find these pick-ups.

REDUCE THE SANTA MODESTA POLICE FORCE TO HALF STRENGTH

4

To take care of this current situation of unrest, use Crypto's new weapon to cut the local police force in half. A percentage meter appears in the right corner of the screen to track the progress and will slowly reduce as more targets are eliminated.





KEEP YOUR EYES ON THIS NUMBER

After taking out the authorities in the immediate area of the pool party, head over to the parking lot and proceed into the street to continue the carnage. There is lots of Disintegrator Ray ammo here, as well as more police fodder for Crypto's weapon.

In addition to explosive propane, police cars are a good source of highly combustible material. With repeated fire, they will blast into a flaming ball of molten metal. Use them to eliminate groups of police simultaneously.

Stay on the move and continually fire at the foes until the meter reaches 50%. If Crypto runs out of Disintegrator Ray ammo, simply switch to the Zap-O-Matic and keep shooting. When the fun ends, return to the Mothership for the next mission.

Mission 5

SANTA MODESTA

TELEVISIONS OF DOOM

MISSION BRIEFING

"Crypto! The men in suits are back. These urban humans seem savvier, grittier, even harder to fool than the rest of the lot. Listen up! I have an idea. If our plan is to succeed, simply breeding human minds is insufficient—we must control them! Follow them and destroy their car. Perhaps whatever is in that briefcase will be of use to us."

CURRENT CONSTRAINTS

None

MISSION GOALS

1. Destroy the Majestic car.
2. Collect the discarded briefcase and retrieve it from the Majestic agents before they reach the TV station.
3. Scan "Sleepy Ernst" at the TV station.
4. Destroy Sleepy Ernst.
5. Destroy Sleepy Ernst's car.
6. Go to the human dwelling.
7. Use PK to bend all of the antennas within the time limit.

Before embarking on this mission, swing by Pox's Lab on the mothership and purchase the **Psychokinesis** upgrade. This powerful ability can be purchased for a measly 500 DNA. Get it!

DESTROY THE MAJESTIC CAR

1

Make it snappy and quickly follow that Majestic car! It's going to take a lot of direct hits from the Disintegrator Ray to destroy it, so a plan will be required... Possibly two. Read on to see two such possible options:

1. **PLAN A, MISSION CRYPTO CRASH:**
   If you purchased the Psychokinesis Upgrade 1 from Pox, use the PK powers to pick up the car as it slows down at the first corner. After doing so, smash it around until it flips around on its roof. Drop it to the ground, then use the Disintegrator Ray on it to blow it into smithereens.

2. **PLAN B, MISSION CHASE AND CHAR:**
   Without the Psychokinesis upgrade, it takes a little additional effort. Chase down the vehicle, shooting it with the Disintegration Ray as much as possible before it pulls away. Use the Area Map to keep a bead on its location and continue to track it down, shooting at it whenever possible.

COLLECT THE DISCARDED BRIEFCASE & RETRIEVE IT BEFORE THE AGENTS REACH THE TV STATION

2

There are two possibilities here: If you destroyed the car before the agents could exit, simply grab the briefcase that was thrown clear of the explosion.

However, if you managed to shoot the car to within approximately ten percent of its damage meter, but weren't fast enough to finish the job, the agents will jump out of the car and make a beeline for the TV station—not good.

If this occurs, you must stop them before they reach their goal. Just chase them down and shoot them, picking up the briefcase from their dead bodies in the process, or Hypno Blast them, commanding the one holding the goods to "Drop the Briefcase" and pick it up.

SCAN "SLEEPY ERNST" AT THE TV STATION

5

According to Orthopox, the briefcase contains a reel of magnetic tape with orders to commence an experiment of human mind control. A human scientist is waiting at the TV station for these orders. His name is Sleepy Ernst!

ACT LIKE THE LOCALS

IT'S LIKELY THAT ALL OF THIS RUCKUS AROUND TOWN HAS ALERTED THE POLICE TO CRYPTO'S PRESENCE. IF THIS IS THE CASE, FIND REFUGE IN THE SMALL CLUSTER OF HOUSES AND HOLOBOB A PASSERBY AND WAIT FOR THINGS TO COOL DOWN.

Use the Holobob on an unwitting citizen and follow the large pink dot on the Area Map to find the TV station. Getting to the TV station is a bit of a trek, as it's on the far side of town. Upon your arrival, climb the hill and approach the marker.

Sleepy is taking his mid-day powernap under the shade of an old oak tree. Collect the Alien Probe hiding behind the tree, then give Sleepy the ol' Cortex Scan to see what's on his mind.

DESTROY SLEEPY ERNST

Pox cannot allow these scientists to control the humans—that's his job! You must ensure that Sleepy goes to sleep permanently.

Too much attention will be raised if you attempt to kill Sleepy with that group of rifle-toting policemen nearby. Instead, Hypno Blast one of the police officers and choose the "Distraction" command to make him divert the others' attentions.

There is a brief window of opportunity to seize while the officers are distracted to take care of business. Use PK to pick up Sleepy and slam his body against the ground while leading him away. Good night, Sleepy.

DESTROY SLEEPY ERNST'S CAR

Just to be sure, Pox wants Crypto to also destroy Sleepy's car. Return to the car, which is located next to the tree where Sleepy was sleeping and destroy it. There are a myriad of ways to do this, including shooting it with the Disintegrator or using PK. If you choose the latter option, use Sleepy's car as a weapon and take out the cops in the surrounding area in the process. You can even shoot the propane tank, allowing it to do much of the work instead.

GO TO THE HUMAN DWELLING

6

It's time to put together a little alien broadcast. If the humans' awareness level is elevated, get away and find an unwitting foe to Holobob before setting out for the house back down in the middle of town.

USE PK TO BEND ALL OF THE ANTENNAS WITHIN THE TIME LIMIT

7

Once at the destination, Pox reveals his diabolical plan to use TV to subjugate humanity to the indomitable will of the Furon Empire. To do so, he needs Crypto to bend the antennas around town so that he can manipulate the TV signal from the Mothership. For reasons known only to Orthopox, Crypto only has three minutes to find and bend nine antennas.

RAISE THE ROOF

THE ANTENNAS ARE SCATTERED THROUGHOUT THE TOWN, SO WORK QUICKLY! SINCE CRYPTO CAN'T JUMP WHILE IN HUMAN FORM AND THE ANTENNAS ARE ALL LOCATED ON THE ROOFTOPS, LOSE HIS DISGUISE AND RELY ON THE JETPACK TO GET FROM ONE ANTENNA TO ANOTHER.

Press the PK button once to bend an antenna. Don't walk away or disengage the target lock until it has been permanently bent. After doing so, move quickly on to the next target. Go after each target in a methodical order and avoid any unnecessary backtracking to avoid wasting any precious time.

After bending all of the antennas, Pox begins the transmission. Unfortunately for the humans, he underestimated their weak technology. The result is—to say the least—a bit messy.

Mission 6

ALIENS STOLE MY BRAIN STEM!

MISSION BRIEFING

"I want you to retrieve any brain stems that may have survived the signal broadcast still intact. While you're at it, take a moment to extract 300 DNA from living humans."

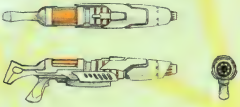
MISSION GOALS

1. Collect the overloaded brain stems and fresh DNA.

CURRENT CONSTRAINTS

None

This time around, Pox is offering a new and improved Disintegrator Ray. It's a bargain at only 400 DNA, so grab it before starting the next mission.



COLLECT THE OVERLOADED BRAIN STEMS AND FRESH DNA

1

There are two mission goals from the start: 1. Locate and retrieve 12 toasted brain stems; 2. Extract 300 DNA from living humans.

You should already have experience with extracting DNA from live test subjects. The process for doing so is exactly the same as getting them from a fresh corpse, except that the human target from which you're trying to extract the DNA can fight back. Also, some humans take a lot of concentration to snatch their DNA, so always have a full meter when attempting this dangerous, yet viscerally satisfying, experiment.

Follow the pink blips on the Area Map to locate the frazzled DNA samples. As Crypto gets close, he discovers that Majestic has left some dangerous presents behind.

EMP Mines

These mines fire an electro-magnetic pulse that disables Crypto's weapons and Jetpack. Get too close and they will trigger. There are multiple ways to deal with EMP Mines, including avoiding them or using PK Push to detonate them from a safe distance.

To make things easier and avoid any unnecessary damage, find a citizen to Holobob immediately. Stay in disguise until the first brain stem is reached. It looks as if each brain stem is heavily guarded and surrounded by EMP Mines. Use PK to grab the mines and toss them away.

With the EMP Mines gone, it is safe to run in and grab the overloaded stems. Have Crypto exit his disguise and pick up the brain stems, then quickly put up the HoloBob façade once again.

Holobot Jamming

Although the Holobob works on the ignoramuses who comprise the local population, those Majestic agents are much tougher to fool. In addition, they have the ability to jam Crypto's disguise and bring it down. When an agent gets too close, Crypto's disguise will pulse red, which means that he's being jammed.

Eventually, Crypto will encounter a brain stem guarded by a Majestic agent. When this occurs, stay far enough back to avoid losing the disguise, then PK a nearby mine and push it away so that it explodes in the distance. This explosion should distract the Agents and make them investigate, leaving the brain stem ripe for the taking.

Continue to seek out and collect the brain stems. Once you clear out a cluster in one section of the neighborhood, move on to the next area.

WHAT'S INSIDE THE BOX?

SOME BRAIN STEMS ARE HIDDEN INSIDE METALLIC BOXES THAT MUST BE BROKEN. USE CRYPTO'S PK POWERS TO SMASH THEM AGAINST THE GROUND OR A WALL, OR BLAST THEM WITH THE DISINTEGRATOR RAY. THE LATTER OPTION WILL BRING UNWANTED ATTENTION, SO DO SO AT YOUR OWN RISK.

When all else fails, use PK Push or weapons to take out the Majestic Agents, but do so sparingly. You don't want to raise the awareness level and alert status to a level that is not manageable. If the threat level goes red, turn tail and run. It's safe to hide out near the shore and wait until things cool down in town.

After collecting all 12 brain stems, it's time to extract DNA from the roving populace. You can do so while in disguise, but remember that Crypto must revert back to alien form to pick it up.

The best way to manage this is to pick a human who isn't surrounded by others or within plain sight. As soon as a brain has been extracted, quickly grab it and Holobob the dead body to avoid begin detected.

If, on the other hand, you would rather take the challenging approach, find a nice crowded street and start Anal Probing like a true Furon. Focus mainly on the arriving policemen, as their DNA is typically worth more than the average citizen. This will also keep the danger level down. Remember: For a clean extraction, only fire the probe once it has completely charged.

SANTA MODESTA

Mission 7: THIS ISLAND SUBURBIA

MISSION BRIEFING

"Crypto, you're going to investigate the activities of the human scientists. I want to establish their connection with the Majestic."

MISSION GOALS

1. Retrieve information from the scientists.
2. Destroy the Majestic operated diner.
3. Destroy the Majestic convoy and the Army patrol.
4. Catch a G-Man and take him to the landing zone for interrogation.

CURRENT CONSTRAINTS

None

RETRIEVE INFORMATION FROM THE SCIENTISTS

1

This mission begins on the sandy shores of Lake Modesta. According to the pink blips Pox has displayed on the Area Map, the scientists Crypto needs to investigate are off to the west. Find a human to Holobob, then head off in that direction.

THERE'S A MIND-CONTROLLING COMPOUND IN MY SOUP!

SOMETHING STRANGE IS GOING ON AT THE DINER. THE PEOPLE LINED UP AT THE DOOR SEEM TO BE UNDER SOME SORT OF MIND CONTROL; THEY'RE ALL EXTREMELY PARANOID AND HOSTILE. SCAN A FEW JUST FOR KICKS AND SEE WHAT'S ON THEIR COLLECTIVE MINDS.

To make things easy, here's a quick rundown of the location of all four scientists:

1 The first scientist is located on the other side of the diner. Could they be to blame for the agitated customers?

2 The second scientist should be near (or approaching) the diner inside a cleverly disguised ice cream truck. Either follow him until he parks and exits, or wait in the diner's parking lot and scan him when he arrives.

3 The third scientist is at Cassidy's Ice Cream parlor just down the street. He's behind the joint, so go there and scan him.

4 The last scientist is also at Cassidy's, and he will pull up in a car and head around the back. Wait for him to arrive, then give him a Cortex Scan.

DESTROY THE MAJESTIC OPERATED DINERS

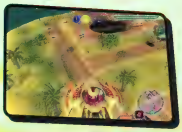
2

It's clear to Pox that the scientists are responsible for carrying out Majestic's population control scheme. If every humanoid in this population turns paranoid and hostile, it will make life very difficult for the Furon cause. To put a stop to this, you must take out the Majestic-operated diners. Pox has displayed their locations on the Area Map.

FLY THE UNFRIENDLY SKIES

TO FULFILL THIS MISSION OBJECTIVE, RETURN TO THE SAUCER AND STRIKE DOWN THE EATERIES. A PERCENTAGE METER APPEARS IN THE TOP-RIGHT CORNER OF THE SCREEN AND WILL SLOWLY CLIMB AS THE STRUCTURES FALL TO THE GROUND.

KEEP YOUR EYES ON THIS NUMBER



While laying waste to the diners across Santa Modesta, be on the lookout for scientists fleeing the restaurants. Note that pink beams of light signify their locations. Make sure to eliminate them to complete the mission and get 100%.

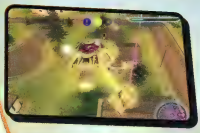
DESTROY THE MAJESTIC CONVOY AND THE ARMY PATROL

3

Majestic is down, but certainly not out. It seems that something—or someone—by the name of "Silhouette" has ordered a convoy of military tanks, which are approaching the outskirts of Santa Modesta. Stay in that saucer and follow the pink blips on the Area Map to eliminate the Majestic-driven cars and the tanks.

Don't forget that Crypto's saucer is equipped with another handy weapon: the **Abducto Beam**. Give it a try during this portion of the mission if things get really difficult.

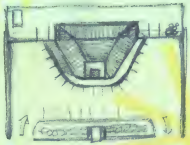
Abducto Beam

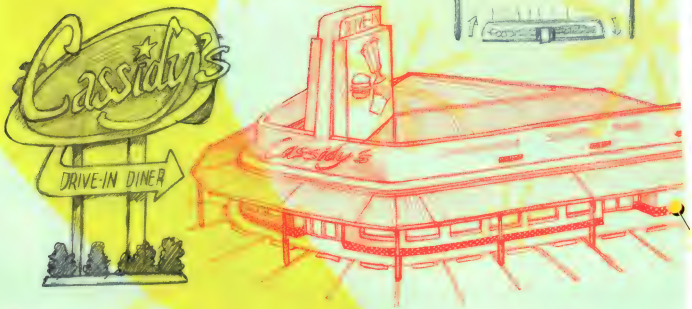


Objects like automobiles and, yes, even human beings, can be sucked up with the Abducto Beam and transported high above the landscape. To target an object with the Abducto Beam, position the saucer over it and press and hold the Fire button to pick it up. Keeping the Fire button held down will keep the object caught within the beam, allowing you to move, slam, ram and drop it just about anywhere you like.

The human military industrial complex means business! In addition to standard cannon-firing tanks, gunnery stations have been set up around town that have the ability of shooting powerful heat-seeking missiles. If you see a trail of smoke heading toward the saucer, take evasive action by strafing to the right or left immediately!

If the saucer starts to take too much damage, then locate a Repair Pod! The only way to repair damage to the saucer's hull is to locate and grab one of these green-lit objects hovering in the sky.





CATCH A G-MAN AND TAKE HIM TO THE LANDING ZONE FOR INTERROGATION

Pox needs Crypto to capture a Majestic agent and return to the saucer with him for some probing. Return the saucer to the landing pad (its location is displayed on the Area Map as a light blue-colored UFO).

Once on foot, quickly find a human to Holobob and follow the pink blip on the Area Map to track down the agent. He's holed up inside a heavily guarded compound in the middle of town, so getting to him won't be easy.

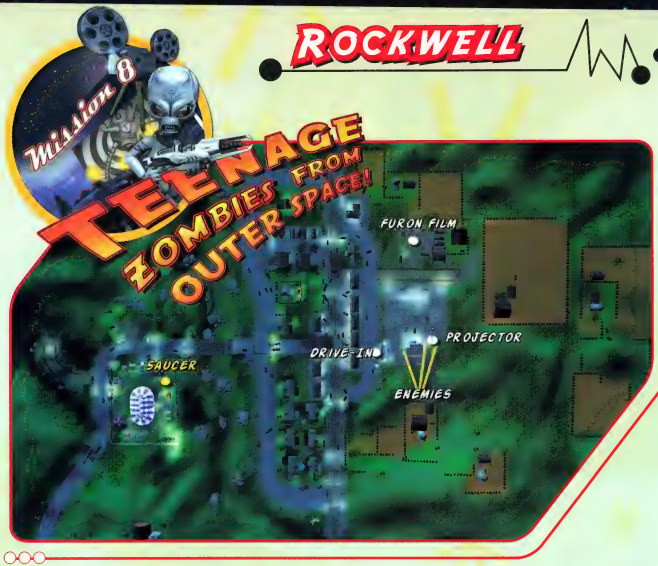
BACK DOOR POLICY

AT THE COMPOUND, YOU'LL NOTICE THAT IT HAS BEEN BLOCKADED BY CRATES AND IS PATROLLED BY POLICEMEN. THERE ARE ALSO A FEW GUNNERY STATIONS AROUND ITS PERIMETER FOR GOOD MEASURE. RUN AROUND TO THE BACK SIDE TO FIND LESS RESISTANCE.

Getting inside is easy enough; just PK one of the crates out of the way. The agent is located inside the square. Luckily, he is alone. Make sure Crypto has a full Concentration Meter and Hypno Blast him, then order him to "Get Ready For Probing."

It's important to clear a path for him to escape from the compound. Use PK powers to gently move a crate out of the way and keep on him. You can constantly plunder the agent's mind and scan it to refill Crypto's Concentration Meter while following him. This way, you can ensure he safely arrives at the predetermined destination and still maintain Crypto's disguise.

The G-Man arrives at the saucer for his designated probing. He's a bit ornery, but Crypto pulls out the big guns—the Jumbo Probe—and goes to work. What's left of the pathetic agent mumbles something about Furon DNA, a mind control experiment and what sounds like Area 42…



MISSION BRIEFING

"Crypto! It looks as if that goggled human is running the show. Majestic is planning something big at the drive-in theater, but mine is, ahem, bigger. See the plaza over by the big screen? I suggest we beat the Majestic at their devious little game. Get to the drive-in. Quickly!"

MISSION GOALS

1. Go to the drive-in.
2. Kill any enemies at the drive-in.
3. Get the Furon Film.
4. Play the Furon Film.
5. Defend the projector.

CURRENT CONSTRAINTS

None

Pox has turned up the juice on the Zap-O-Matic. Pay the 750 strands of DNA to give the humans an electrifying experience of unbelievable magnitude!

GO TO THE DRIVE-IN

The drive-in is due north of the saucer, just across the river. Exit the ruined fairgrounds and head that way. Either follow the bridge, or use the Jetpack to fly across and stop at the large rock island in the middle. This path is much more exciting, plus it also reveals a hidden **Alien Probe**! Once on the other side, Holobob the first available human.

Compared to Santa Modesta, the Rockwell's streets are less crowded. However, there are still enough pedestrians to keep Crypto's disguise in place. Continue to skulk through the city streets until you reach your destination.

KILL ANY ENEMIES AT THE DRIVE-IN

2

Inside the Drive-In, there is a group of Majestic agents guarding the projector room at the back of the lot. Dispose of these hapless foes using any method, but the silent approach is likely the best way to go.

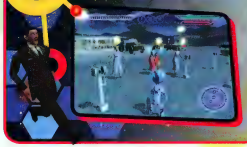
Use PK Push on the first agent to slam him into the wall or against the ground a few times until he's no longer alive. Next, sneak around the backside of the projector room and repeat the process. There are two more here, so use PK and slam them each without incident.

GET THE FURON FILM

3

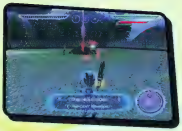
Pox has prepared his own film for the masses and the premiere is tonight. To get the film on the big screen, Crypto must first retrieve it. Follow the pink blip on the Area Map to get to its location.

BAIN DRAMAGED!



BY THE LOOKS OF THE BLANK STARES OF THE MOVIEGOERS, IT SEEMS AS IF MAJESTIC'S MIND-ALTERING PROPAGANDA FILM IS WORKING. LEAVE THE WEAK-WILLED HUMANOIDS BE AND PROCEED AROUND THE SCREEN TO OBTAIN THE FILM.

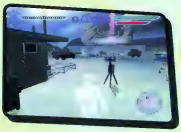
Pox's film is located inside the army base behind the Drive-In. It happens to be heavily guarded by a group of military men. As long as Crypto is disguised, go ahead and enter the base and get close to the film. Using the Hypno Blast, pick one of the men and command "Distraction". This will temporarily grab the others' attentions, providing enough time to quickly lose the disguise, grab the film, then Holobob one of the men to assume their identity.



PLAY THE FURON FILM

9

With the film in hand, return to the projector room and approach the projector, which is located outside to the left of the building. Crypto automatically replaces the Majestic film with Pox's Furon film.



DEFEND THE PROJECTOR

9

THE PROJECTOR'S DAMAGE METER

After doing so, a squad of Majestic agents descend upon the drive-in in an attempt to thwart the aliens' plans. The goal is to keep the projector working and defend it from the meddling agents for two minutes. The projector's damage meter appears on the top-left corner of the screen and if it becomes fully depleted, the mission ends in failure.

Perhaps the best weapon for this job is the Disintegrator Ray. Fire a continuous barrage of the molten projectiles at the approaching agents, who approach from all sides. Don't stray too far away from the projector, and always be on the move as the agents are packing some serious high-tech weaponry that can cause extensive damage.

Watch the radar for red blips, which indicate approaching agents. If you run out of Disintegrator Ray ammo, there is more on top of the gazebo just to the left of the projector. Finally, be sure to use the parked cars as weapons. A few well-placed shots will cause them to explode and take out any nearby enemies in the process.

SANTA MODESTA

MISSION BRIEFING

"You're off the leash, Crypto! The time has come to escalate this little war against the Majestic! Go nuts. Terrorize the town. Probe whomever. Just make sure to bring me back a delicious churro when you're done, will you?"

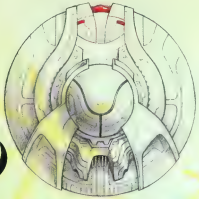
MISSION GOALS

1. Destroy vehicles.
2. Cause $20,000 worth of damage to the Majestic Organization.
3. Investigate the motel area.
4. Destroy the Majestic base.

CURRENT CONSTRAINTS

None

Don't forget to visit the saucer to upgrade the Death Ray before starting this mission. Sure, it'll set you back 1000 DNA, but the extra kick will be much appreciated!



DESTROY VEHICLES

1

Pox has given Crypto free reign to unleash his own brand of terror on the denizens of Santa Modesta. Of course, this will be even more fun with a brand new weapon! Before starting this reign of terror, though, grab the **Alien Probe** sitting in the doorway of the Bowling Alley. It's right behind the saucer!

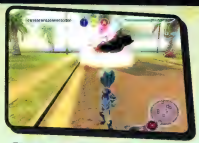
Ion Detonator

How Furons do love their Ion Detonators. This ingenious weapon launches a plasmatic Ion Bomb, which will either explode within approximately 10 seconds, catching and instantly killing any human beings caught within its wide blast radius, or it can be detonated remotely at will.

Use the Cycle Weapon button to select the Ion Detonator. Once equipped, press the Fire button to lob an Ion Bomb. To lob it further, press and hold the Fire button. Once an Ion Bomb is active, you can trigger it by pressing the Fire button again. The Ion Detonator can only hold a maximum of five Ion Bombs at any given time before purchasing the upgrades.

Be careful with that Ion Detonator. If Crypto happens to be too close to one of its discharged Ion Bombs when it detonates, he will definitely feel it in the morning!

The goal is to destroy 10 automobiles. Move into the street next to the saucer and wait for an approaching car. Stand in front of a vehicle to force it to stop; this makes it a sitting duck. Now stand back a bit and lob an Ion Bomb. If it lands next to the vehicle, press the Fire button a second time to trigger the bomb before the vehicle can get away.



You can easily stay in this general area and continue to take out the cars with the Ion Detonator as they appear. There is also replacement ammo for both the Ion Detonator and the Disintegrator Ray nearby.

Be advised, though, that the alert level will climb after a few vehicles are destroyed. Before long, Crypto will have to contend with the military and the Majestic. Continually switch back and forth between your strongest weapons and focus your efforts on the vehicles.

CAUSE $20,000 WORTH OF DAMAGE TO THE MAJESTIC ORGANIZATION

2

After demolishing 10 cars, it's time to move onto bigger and better things. Pox wants Crypto to cause $20,000 worth of damage to anything that looks Majestic. Unfortunately, Crypto's saucer is grounded at the moment, so the damage must be done while on foot.

Stay just inside the parking lot where the saucer is located and let the Majestic cars jam up at the entrance (try to PK one and set it in front to block the path). As soon as four or five cars pile up, toss a few well-aimed Ion Bombs to reach the target goal in no time at all!

INVESTIGATE THE MOTEL AREA

3

Now Pox wants Crypto to head over to the Motel, which is actually the Majestic's point of operations. Return to the saucer and follow the pink blip to reach the intended location.

DESTROY THE MAJESTIC BASE

3

The next objective is to destroy the base. It's heavily fortified, so Crypto will need some hefty firepower to counteract it. Luckily, the saucer has been outfitted with the Sonic Boom. Try it out!

Sonic Boom

The perfect weapon for knocking down buildings and leveling entire city blocks, the **Sonic Boom** shoots powerful anti-matter globules at its target, creating a large and devastating shockwave that will cause serious damage to anything nearby when it makes contact.

To fire the Sonic Boom, press the Fire button. To fire a continuous stream of bursts, press and hold the Fire button. The Sonic Boom can only hold a maximum of 10 globules at any given time.

Start the assault on the base by unleashing every last bit of Sonic Boom ammo on the targets. Make sure to keep moving and strafing to avoid the many heat-seeking missiles. When ammo for the Sonic Boom runs out, switch to the Death Ray and continue the attack.

Keep a close eye on the Area Map, as there are multiple smaller targets located behind and around the base that must be destroyed to complete the mission. Once the last target has been demolished, the mission will be a success. When you're ready, return to the Mothership to see what Pox has in store next.

Mission 10: Foreign Correspondent

MISSION BRIEFING

"We seem to have put a dent into Majestic's mind control efforts, but they won't stay down for long. What we need is to harvest the massive power of television! All we require is a suitable guise; a persona the humans will trust. I do have one in mind, his name is Bert Wither, but he's gone into hiding due to your reckless behavior the last time you were here. We need to find this newsman, Crypto. Perhaps your newfound friend will lead you to him, hmm? There's only one way to find out... Now go!"

MISSION GOALS

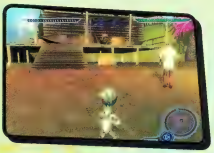
1. Find Bert Wither.
2. Take Bert Wither to the saucer.

CURRENT CONSTRAINTS

No Majestic Alert!

FIND BERT WITHER

That crackpot with the crumpled metal on his head claims he can take Crypto to Bert Wither. Quickly Holobob his identity and follow him!



His first stop is a dock house by the shore. There's nothing but an **Alien Probe** here, which is worth the effort. When he stops, he will ask Crypto to scan him. Oh go ahead, why not indulge him?

USEFUL INFORMATION?

THIS FREAKY HUMANOID IS FULL OF FACTS, SOME OF WHICH MAY BE USEFUL IN UPCOMING MISSION OPS. PAY SPECIAL ATTENTION TO WHAT HE HAS TO SAY; PERHAPS IT WILL COME IN HANDY LATER.

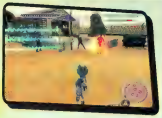
His next stop is by a tree, where he shows more of his stashed goods. Ignore the comment about the spit, then give him a scan to get him moving again.

Continue to follow, stop and scan, humoring the guy until you reach the top of the hill. According to the crackpot, the cook taking a break at the side of the diner takes food to Bert Wither, and he's the only one who can get past the gunnery stations and the guards.

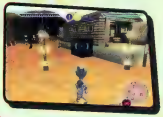
Leave the crackpot where he is and use the Hypno Blast to order the cook to "Deliver Food to Bert Wither." He will immediately take off for Bert's secret location.

Follow him closely but look for Majestic agents and steer clear of them if they draw near. Crypto will start to encounter the agents as he enters the facility, passing by the fence on the left and the coast on the right. As you near the entrance to where Bert Withers is holed up, there are a few options to consider to get past the security gates. See the next couple of sections for some of those options.

CHOICE 1: BLOW 'EM ALL TO SMITHEREENS

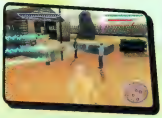


This choice is the gutsiest one, but also the one that runs the risk of losing a life and creating another clone. If you choose to go in guns blazing, lose Crypto's disguise and start shooting!



Bert is located inside the cave just beyond the shed, but you can't get to him yet. First, locate the power source of the electro-gates and destroy it with the Disintegrator Ray. The power control panel's location is against the left side of the shed.

CHOICE 2: MY COMPLIMENTS TO THE CHEF



This choice can be risky, as Crypto must stay out of sight and let the cook do all the talking once you arrive at the shed. If his Concentration Meter is somewhat depleted, it may be too risky to undertake. Don't stray too far, but find someone to scan, if necessary.

In this option, the cook asks to shut off the electro-gate and be given access to Bert. After a few laughs, the guard does what he's told and allows him to pass. Apparently, the cook's a little clumsy and takes a fatal fall before he reaches Bert. Be sure to extract his DNA.

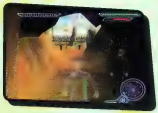
CHOICE 3: KILL THE COOK

Well, you *really* don't need to kill him. Instead, it's possible to Holobob him back at the diner or somewhere in between, but you wouldn't have known where to go, would you? In any event, safely dispose of the cook before he reaches the guard shed and assume his identity.

In this choice, when you approach the guard, you are prompted to start a conversation. He asks for a name. Answer, "The Cook." He asks, what is your quest? Answer, "Deliver Food." Choose any other option and Crypto's cover is blown, so stick to the script!

TAKE BERT WHITHER TO THE SAUCER 2

Whichever choice you choose to make, enter the cave once the gate is shut down and approach the quivering Bert Withers. Now take this sniveling newsman back to the saucer. Hypno Blast him and order him on his way.



When the opportunity arises, Holobob Bert. There are guards and Majestic agents surrounding the cave and they will attack if they are alerted.

DON'T HURT BERT

BE EXTRA CAREFUL DURING THIS MISSION OBJECTIVE. IF BERT GETS INJURED OR DIES, THE OBJECTIVE IS FAILED. BERT'S HEALTH METER APPEARS IN THE TOP-LEFT CORNER OF THE SCREEN IF HE SUSTAINS DAMAGE.

Even when in disguise, it's difficult to maneuver past the authorities without alerting the guards to your presence. From the get go, let Bert get a bit ahead and draw their attention.

Once he's out of the cave, follow behind him but take a wide path around to the right to meet him on the other side. If you get too far away from him, you'll lose contact, so stay somewhat close to him.

If Bert stops in his tracks because Crypto loses contact with him, get close enough to scan him and use the Hypno Blast. Then use the "Distraction" command to get him moving again, which also gets the guards off his back. Note also that he will automatically start moving again as Crypto gets close to him.

Continue to follow Bert as he makes his way to the saucer. Majestic agents will pull up in their cars and attempt to stop this from happening, though. To achieve this goal, simply stay the course and things should go on without much incident.

SANTA MODESTA

MISSION 11

SUBURB OF THE DAMNED

MISSION BRIEFING

"The success of the broadcast depends on you, Crypto. Protect those transmission towers! If the army wants to stop our broadcast, they will have to take out the transmitters at their base. Don't let this happen!"

MISSION GOALS

1. Defend TV station and towers.

CURRENT CONSTRAINTS

None

Crypto's Sonic Boom upgrade improves the damage caused by this area-of-effect weapon. Be sure to snag this necessary boost before starting this mission.

DEFEND TV STATION AND TOWERS

1

The military has arrived and General Armquist orders his troops to attack the towers in waves. Crypto must bravely defend the station and its towers at all costs!

This mission can be attempted on foot, in the saucer, or a combination of both. However, if you choose to use the saucer you must be extra careful *not* to fire its weapons on the towers. This is not an easy task. Try starting out on foot and use the saucer toward the latter half of the mission. From the get go, equip the Zap-O-Matic or Disintegrator Ray and let the approaching military men have it.

TRIPLE DAMAGE

IF YOU HAVEN'T ALREADY PURCHASED THE SECOND ZAP-O-MATIC UPGRADE, GO BACK AND GET IT—EVEN IF IT MEANS SPENDING SOME TIME ON SIDE-MISSIONS TO EARN THE REQUIRED DNA. THIS MISSION IS QUITE A CHALLENGE, SO GET ALL THE FIREPOWER POSSIBLE!

After disposing of the soldiers directly in front, turn around and proceed toward the towers, which are located behind and to the right. Eventually, a military transport truck arrives with fresh troops. Quickly dispose of them with the Ion Detonator.

TRANSMISSION TOWERS

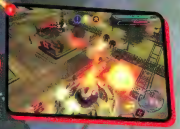
CONCENTRATE ON THE KEEPING THE TWO TOWERS INTACT, WHICH MEANS RUNNING BACK AND FORTH BETWEEN THEM AND TAKING OUT THE MEN WHO ARE SHOOTING AT THEM. THE TOWERS ARE NUMBERED "ONE" AND "TWO" (THE NUMBERS ARE PAINTED ON THE GROUND AT THEIR BASES) AND THEIR DAMAGE METERS APPEAR IN THE TOP-LEFT CORNER OF THE SCREEN. WATCH THE AREA MAP TO DETERMINE WHICH TOWER IS UNDER ATTACK AND LISTEN FOR POX—HE WILL SHOUT OUT WHEN ONE OF THEM IS IN TROUBLE.

Stick with the Zap-O-Matic and Disintegrator Ray during this portion of the attack, and switch to the Ion Detonator to eliminate the approaching military transports.

After a few minutes of running back and forth defending the towers, the big guns show up. These tanks can do incredible damage to the towers, as well as to Crypto! At this point, use the Ion Detonator to take out the incoming tanks or hightail it to the saucer to enlist the Mothership's own heavy artillery.

Stay focused on the tanks with Crypto's Death Ray and don't bother going after the gunnery stations positioned around the perimeter. Keep moving to avoid the enemy fire and don't relent until the general and his pathetic troops fall down in defeat.

GIANT ROBOT ATTACK!



IT SEEMS THAT GENERAL ARMQUIST STILL HAS A FEW TRICKS UP HIS SLEEVE. THESE GIANT MECHANICAL BEASTS MAY LOOK FIERCE, BUT THEY ARE NO MATCH AGAINST THE POWER OF CRYPTO'S DEATH RAY.

Stay inside the saucer and target the robots and the tanks, but avoid hitting the towers with the Death Ray or Sonic Boom. If you position the saucer in between the two towers, it's easier to keep the onslaught back and not cause ancillary damage. After a few more intense minutes, the threat finally ends.

Mission 12

WHATEVER HAPPENED TO CRYPTO-136?

MISSION BRIEFING

"Now we should be able to discover what happened to your brother, Cryptosporidium-136! My scans have identified several radioactive areas in your vicinity, but there's one in particular that looks like it could be a crash site. Get over there and inspect it. Now!"

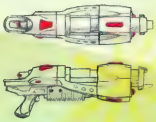
MISSION GOALS

1. Inspect the Radioactive Area.
2. Recover Furon Technology.
3. Locate Crypto-136.
4. Rescue Crypto-136.
5. Destroy all Furon remains.
6. Collect Data Tape.
7. Return to the saucer.

CURRENT CONSTRAINTS

None

Now that the game is moving into a new area, it's time to increase the blast radius of the Ion Detonator. Be sure to visit Pox and purchase the upgrade before blindly proceeding to Area 42.



INSPECT THE RADIOACTIVE AREA

1

Pox needs Crypto to inspect the radioactive area to the north of the landing site. Tread carefully; there are deadly land mines buried in the dirt! These land mines explode on contact. Look for them sticking out of the ground and steer clear. Land mines will also show up on the Area Map as small red squares.

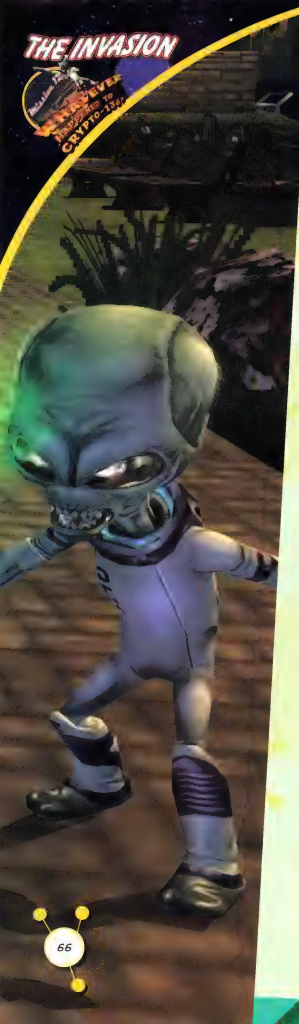
REFER TO THE MAP TO LOCATE LAND MINES.

Military personnel and Majestic agents guard the crash site, which is just over the hill. Stay back a bit and Holobob one of the military men at the bottom of the hill. Continue through the makeshift base and head toward the crash crater, scanning the men in order to keep the Concentration Meter full.

RECOVER FURON TECHNOLOGY

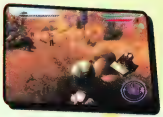
2

Upon reaching the crater, Pox commands Crypto to recover any remaining pieces of the downed Furon ship, as well as rescue Crypto-136. For starters, there are a total of five pieces to recover.



FURON PART #1

To lure the scientist away from the first piece of Furon technology at the base of the crater, Hypno Blast a nearby orange-suited technician and command "Distraction."



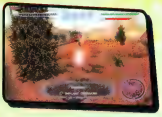
As soon as everyone walks over to the dancing buffoon, lose the disguise, grab the piece, then Holobob someone else. The next piece is found directly to the north.

FURON PART #2

A Majestic agent and a scientist guard the second piece of Furon technology. The easiest way to get it without causing a ruckus is to put them both to sleep. Quickly Hypno Blast the agent and command him to "Sleep," then focus on the scientist and do the same thing.

Remember to scan and refill the Concentration Meter with a sleeping target. After grabbing Furon Part #2, Holobob one of the sleeping goons and continue onward.

FURON PART #3



Hug the mountain wall to the left, avoiding the large cluster of land mines to the right. Be especially careful near Furon Part #3, as it's surrounded by land mines and two Majestic agents.

To get it, use the Hypno Blast to put both agents to sleep and quickly drop the disguise, grab the piece, then Holobob one of them. The automated gun tower on the other side of the fence may fire at Crypto, but his shield will provide adequate protection.

FURON PART #4

The entrance to the military compound may be shut and/or patrolled by a guard. You can either get inside by following a transport vehicle (the gates will automatically open for them), or you can hypnotize the gate guard and make him open the gate.

For the conversation route, you only get one chance to answer his questions correctly. However, if you answer incorrectly, you still get the opportunity to try again. The correct choice is "Threaten to Report Him to His Boss." The Furon Part to the left is guarded by two agents, so Hypno Blast a passing military man and create a distraction long enough to grab it.

FURON PART #5

The Furon Part to the right is next to a parked transport truck that is guarded by three agents. As before, find a passing soldier, Hypno Blast him, create a distraction, then grab it and go!

LOCATE CRYPTO-136

9

Now that all five pieces of the Furon ship have been recovered, it's time to locate Crypto-136. His location, which is displayed on the Area Map, is somewhere inside a secret Majestic stronghold off to the east. Quickly exit the base and follow the dirt road, being very careful to avoid the Majestic agents.

RESCUE CRYPTO-136

9

Once inside the stronghold gates, Crypto must find a way into the interior of the main compound, which is guarded by two Majestic agents and a couple of EMP Mines. Not only that, there's the electro-gate, which can only be shut down by someone with the right clearance to do so.

Fortunately, there are two egg-headed scientists (look for the virtual indicators over their heads) hanging out under the curved structure to the right. Use the Hypno Blast powers of persuasion to order one of them to "Deactivate the Lab Shield Door."

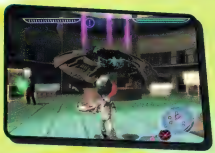
Follow the scientist to the entrance, but hang back a bit so as not to lose your disguise and alert the Majestic guards. After a few moments, the gate will be disengaged.

There are a few ways to get past the agents and into the facility. The stealthiest way is to Hypno Blast the same scientist as he leaves and create a distraction, allowing Crypto to pass by unnoticed. Once he starts acting like a monkey, lose the disguise, jump over the hedge and run through the door.

You can also use PK powers to slam the agents into the ground or push them out of the way, but this will definitely bring unwanted attention, so choose this option if you're feeling particularly brave.

DESTROY ALL FURON REMAINS

5



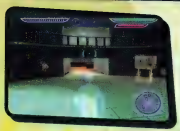
Inside is the wreckage of 136's downed saucer, as well as his dead body. Filled with rage, Crypto is free to unleash his anger on the facility and any Furon remnants that still remain. Use the Ion Detonator to quickly blow up the wreckage.

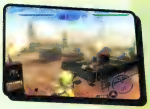
COLLECT DATA TAPE

6

Once 136's remains and the saucer's wreckage have been destroyed, grab the **Data Tape** from its base. After doing so, it's time to return to the saucer in one piece.

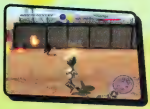
Getting back to the saucer won't be easy, as the Majestic agents are more than likely in hot pursuit. If possible, try to Holobob an unwitting citizen. If not, equip a strong weapon (such as the Disintegrator Ray) and shoot your way out of the compound.





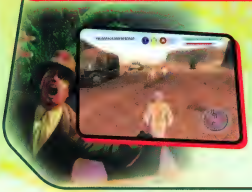
Don't even try to fly above the action, as a barrage of ground-to-air fire from the gunnery stations and encampments throughout the base will make this a daunting task indeed.

If Crypto isn't disguised, keep running and shooting and don't stop for anyone or anything. When he finally reaches the middle of the military base, hang a left and take the east exit.



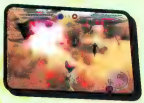
Once outside the base, take a right and follow the path back toward the saucer (see the in-game Area Map). At some point, it may be possible to get away from the assaulting troops and have an opportunity to get another disguise.

DANCE THE NIGHT AWAY



IF THE SOLDIERS WITNESS CRYPTO IN THE MIDST OF A TRANSFORMATION, THE HOLOBOB DISGUISE WON'T THROW THEM. HYPNOTIZE ONE OF THEM AND CAUSE A DISTRACTION IF THIS OCCURS. THE PURSUING SOLDIERS WILL BE SO BUSY WATCHING THEIR COMRADE BOOGIE DOWN THAT THEY WILL FORGET ABOUT EVERYTHING ELSE.

Whether disguised or not, a final assault takes place at the saucer, which unfortunately has been discovered and is under fire by the Majestic and the military. Break out the Ion Detonator and use any remaining ammo to completely eliminate the hostiles (including the tank and ground units), then beam into the saucer to escape.



Mission 13

The Mutant Menace

AREA 42

MISSION BRIEFING

"The Data Tape you retrieved from the stronghold reveals a most disturbing development. The humans have unlocked the dormant psychic ability hidden deep in their primitive brains due to a dash of Furon DNA. They're training these human mutants in the battle against us! We can't let this happen. Destroy everything in their lab."

MISSION GOALS

1. Enter the Majestic lab.
2. Destroy the PSI mutants.
3. Destroy Research data.
4. Destroy the Tesla Coils.
5. Return to the saucer.
6. Destroy the Majestic base.

CURRENT CONSTRAINTS

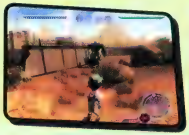
None

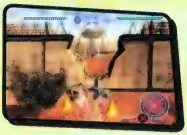
The combatants is this mission are Psionically-powered mutants, so it's probably a good idea to snag the Psychokinesis Level 2 upgrade from Pox. At 1500 DNA it is expensive, but necessary. If you don't have enough to purchase it, then return to one of the prior areas and collect the necessary amount.

ENTER THE MAJESTIC LAB

The mission objective is to get into the Majestic Lab. Unfortunately, the entire compound has been re-supplied with fresh troops and heavy artillery, including those giant robots from the Santa Modesta area. As soon as Crypto exits the saucer, take cover behind the large nearby boulder and wait for the approaching robot to either walk away or stop at the broken section of the perimeter wall.

If the robot is at the wall, wait for it to turn its back and then peek out from behind your hiding place and lob an Ion Bomb its way. When the coast is clear, head to the cracked opening in the wall, Holobob the agent in the distance, then walk on through.





Follow the pink blip on the Area Map to get a glimpse of the ultimate destination. The lab is on the opposite side of the research area where you found 136.

As usual, the entrance is guarded by a couple of agents and some EMP Mines. PK Push one of the mines in the opposite direction to make it explode, then send the agents over to its location to investigate. Quickly lose Crypto's disguise, hop over the hedge, Holobob one of the agents, then head inside. There are a couple of ways to proceed at this point.

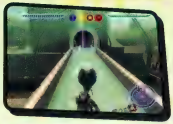
1. PLAN A

There is a scientist inside who is tucked away behind a cluster of crates. Carefully approach him (avoiding the EMP Mines) and use the powers of Hypno Blast persuasion to order him to "Deactivate the Lab Shield." This results in him running up the stairs and, quite literally, deactivating the shield that bars the path into the lab.

2. PLAN B

If you happen to kill the scientist (accidentally or otherwise), all is not lost. It's possible to deactivate the shield by blowing up the console next to the doorway with a weapon. The bad news is that doing so will immediately raise the alarm, activating the highest awareness level.

With the shield down, head through the tunneled overpass and into the lab to find the mentally mutated test subjects.



DESTROY THE PSI MUTANTS

2

Pox needs Crypto to destroy these mentally challenged monsters. Enter the lower level of the lab and PK push the two PSI mutants into the walls behind their cages. Next, lob an Ion Detonator upstairs to destroy the newly arrived agents.

PSI Mutant

These Majestic agents have been used by Silhouette in heinous experiments to create an army of Furon-stopping mutants. Although they cannot cause harm in conventional ways, they have the ability to emit deadly shockwaves of psychic energy that will completely wipe out Cyrpto's Concentration Meter. In addition, the mutants can temporarily construct an impervious shield around them, but it only lasts a few moments before it must be recharged.

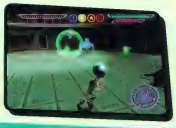
DESTROY RESEARCH DATA

3

After eliminating the mutants, take the stairs down into the room and finish the job. There is a research recording device against the back wall. One more Ion Bomb and it is no more.

DESTROY THE TESLA COILS

4

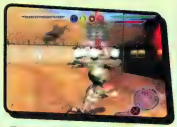


Now it's time to disable the facility from within. There are four energy-generating Tesla Coils positioned around the perimeter of the facility. Return the way you came and exit back outside. Along the way, more agents and another mutant appear back in the main room. Have a weapon at the ready and make use of Crypto's PK powers if need be.

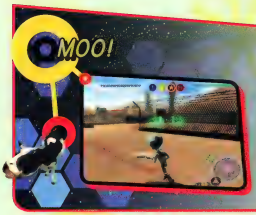
WHEN PUSH COMES TO SHOVE

DON'T FORGET THAT THE PK PUSH POWERS CAN BE USED TO PICK UP AND THROW OBJECTS AS DEADLY PROJECTILES—INCLUDING HUMAN BEINGS! THESE LARGE CRATES WILL KNOCK DOWN MULTIPLE ENEMIES WITH ONE TOSS. AS AN ADDED BONUS, THEY'RE ALSO FILLED WITH AMMO AND HEALTH!

Back outside, head for one of the four Tesla Coils. Unless there is a tank bearing down on Crypto, don't stop to do battle with anyone. Upon reaching the first Tesla Coil, use the Ion Detonator or Disintegrator Ray to chip away at it until it blows up while fending off the attacking troops at the same time.



Find a second coil and repeat the process. If you can manage to find a place to hide and allow the Awareness Level to return to normal, it will be much easier to complete the mission. Repeat the process with the third and fourth Tesla Coils. As noted previously, find a hiding place and Holobob another identity.



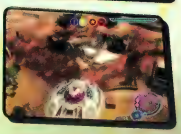
AT SOME POINT, YOU WILL FIND A SMALL, PENNED AREA FULL OF RADIOACTIVE COWS. IF IN TROUBLE, FEEL FREE TO USE THEM AS SKIN BLISTERING PROJECTILES OF RADIOACTIVE DEATH.

RETURN TO THE SAUCER

With all four Tesla Coils destroyed, return to the saucer and finish the job. The fastest way to get to it is to jetpack over the wall. Once there, use an Ion Bomb to take out any nearby enemies and beam on up.

DESTROY THE MAJESTIC BASE

6



It's time for one last visit to the stronghold, but this time it's to level it to the ground! Use the Area Map to locate any targets and cycle between the Death Ray and Sonic Boom to take care of business.

The usual suspects make an appearance, including tanks, giant robots, gunnery stations, and even the odd explosive weather balloon. Stay focused on the main targets and only go after the little guys when they get in the way. Once the last building crumbles to the ground, it's mission accomplished.

MISSION BRIEFING

"My scanners tell me General Armquist is inspecting one of their primitive aeronautical contraptions inside the military base. This could be an excellent chance to crush their air defense forces and destroy Armquist once and for all! We're going to need some extra firepower for this mission, Crypto. I suggest you make your way to the nearby testing range and find a way to harness that nuclear device."

MISSION GOALS

1. Go to the Atomic Testing Site.
2. Hypnotize the driver.
3. Escort the truck.
4. Escape the blast radius.

CURRENT CONSTRAINTS

No Police Alert!

Before this mission starts, visit Pox's lab and snag the Twin Shot upgrade for the Disintegrator Ray. It'll set you back a cool 1000 DNA, but the extra kick makes it all worthwhile.

GO TO THE ATOMIC TESTING SITE

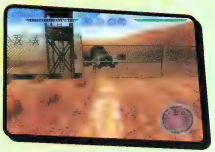
1

Start this mission by following the pink blip on the Area Map and head toward the Atomic Testing Site. In the process of doing so, Crypto will encounter a group of soldiers gathered around some small crates. Holobob one of the soldiers without being seen and continue on your way.

EXPLOSIVE RESULTS

THOSE CRATES ARE FILLED WITH EXPLOSIVES. A FEW PK SHAKES AGAINST THE GROUND IS ALL IT TAKES TO CAUSE THEM TO EXPLODE, CATCHING THE MEN ON FIRE IN THE PROCESS. GET RID OF THE CRATES AND THE TRUCK. DO SO NOW TO AVOID SOME TROUBLE LATER ON IN THE MISSION.

Once at the outer perimeter of the testing site, follow the fence to the right to get to the gates. Be sure to find and scan a patrolling guard to keep up Crypto's disguise. Wait at the gates for a passing transport truck to arrive, which causes the gates to open. When this happens, dash on through.



HYPNOTIZE THE DRIVER

2

Continue to scan the men while moving into the site. Once at the target, which is a large truck holding a rather large atomic bomb, locate and Hypno Blast the driver. If you're having trouble locating him, look for the person with the virtual indicator over his head. After doing so, order him to "Drive the Truck".

ESCORT THE DRIVER

3

The goal now is to escort the truck to the military base. Since it moves much faster than Crypto can run, it will take quite an effort to stay with it. Also, the "No Police Alert" constraint is no longer in effect, which means Crypto can revert to his alien form without failing the mission. However, for the time being, stealth is still the way to go.

To exit the testing site and get the bomb to its final destination, you must clear the path. To start, use PK on the console to the right of the gates to open them and allow the truck to pass through.

The next obstacle is a military transport truck that is blocking the road. If you detonated the crates and eliminated the truck earlier, it won't be a problem. If you didn't, however, use Crypto's PK abilities to do the job. If you purchased the PK Upgrade 1 from Pox, use the PK Push to mentally move the truck. If not, simply rely on Furon firepower—but don't hit the bomb!

Up ahead is a herd of lazy cows. Once again, break out the old PK Push and send them flying. As soon as the road is clear, the truck will move onward. Down the road are a few more guards. If Crypto is no longer in disguise, try to Holobob one without being seen. If not, try to take them out one at a time using PK abilities. When they've been eliminated, Holobob one of the bodies to resume the ruse.

The next obstacle is a pile of boulders. Once again, the PK Push will take care of business. If Crypto is in disguise, simply toss them out of the way and use the nearby guard to constantly refill the Concentration Meter.

When the truck reaches the blockade, leave it be for a moment and move ahead. This patch of road is peppered with land mines that need to be detonated before the truck can continue. Lose the disguise, equip the Disintegrator Ray, then target and shoot them all, safely detonating them in the process.

BOWLING FOR LAND MINES

NOT TOO FAR DOWN THE ROAD ARE A FEW SOLDIERS ON PATROL. USING PK, PICK THEM UP AND TOSS THEM INTO THE MINES, KILLING TWO BIRDS WITH ONE STONE.

When the road is completely clear of land mines, return to the truck and get rid of the barricades, allowing it to continue on its path.

Upon reaching the gates at the bottom, it's time to fight your way inside. First, clear out the guards by picking them up with PK and throwing them over the wall.

After clearing out the guards, revert back to Crypto (if need be) and equip the Ion Detonator. Now fire some bombs into the air, detonating them when they get close to the towers. As soon as the left tower has been eliminated, the gates will open.

If you're adept enough, you should be able to destroy the towers and then Holobob a soldier before raising the Awareness Level too high. Stay with the truck, steering clear of any agents, and follow it until it reaches its final destination.

When the truck finally stops, the bomb gets armed and is set to blow in 1 minute and 40 seconds. Unfortunately, the humans have caught on and are attempting to disarm it! Get around the passenger's side of the truck and use the Zap-O-Matic on anyone who gets near it, paying special attention to the scientists. Stick with it for approximately 40 seconds, and they won't have enough time to dismantle the warhead.

ESCAPE THE BLAST RADIUS

Now there is less than 1 minute to get clear of the nuke's blast radius. Run! To get clear, just get out of the base. Find the nearest fence and Jetpack over it. The gun towers may provide some firepower in the process, but it shouldn't be too difficult to accomplish.

Mission 15

It's a Wonderful Armageddon!

Santa Modesta

Mission Briefing

"Crypto! I've got a frightening new weapon for your saucer—the Quantum Deconstructor! It has a blast wave that destroys everything. Try it out on the commercial buildings of Santa Modesta."

Mission Goals

1. Destroy Santa Modesta.

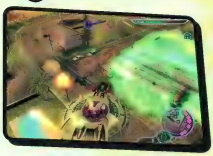
Current Constraints

None

It's time to max out the hi-fi system on Crypto's saucer, as Pox just made the Sonic Boom Upgrade 2 available. Go get it before heading into town.

DESTROY SANTA MODESTA

1



This mission is all about wonton destruction—and that's the way we like it! Use the saucer's new weapon to bring down 15 of Santa Modesta's most established edifices. As usual, they are displayed on the Area Map.

Quantum Deconstructor

The Quantum Deconstructor is the ultimate in Furon technology! This serious weapon fires radioactive bombs that explode in huge clouds of nuclear energy laying waste to anything inside their blast radius. These bombs can be replenished by finding more ammo in the debris of destroyed buildings, and the saucer can only carry a limited number. To fire this bad boy, equip the weapon then press the Fire button to launch the bomb. Now sit back and watch the havoc!

Be methodical and thorough during this reign of destruction. Start at one end and work across the city grid. Although the saucer only holds a maximum of two Deconstructor Bombs, there are more floating above the debris of demolished buildings.

It doesn't take long for the city to go on defense, letting loose everything it has to bring down the saucer. Stay on the move constantly, strafing around heat-seeking missiles and avoiding incoming mortar fire.

LOOK FOR THESE REPAIR PODS WHEN THE SHIP GETS REALLY DAMAGED

Always be on the lookout for Repair Pods, which will replenish a good portion of the saucer's damaged hull. If you find one but the saucer is at or near full health, remember its location and make a beeline back to it when needed.

Do your best to concentrate on the buildings, only deviating from the mission goal to find health or more Deconstructor ammo. If you can't locate any additional ammo for the Quantum Deconstructor, quickly switch to the Sonic Boom weapon and continue the effort. With plenty of determination, skill, and a little luck all 15 buildings will be reduced to rubble.

FURON DOWN!

UNION TOWN

MISSION BRIEFING

"Crypto! Can you hear me? I'm not sure if you're getting this, but my sensors indicate you've been shot down and taken to an undisclosed location where you will most likely undergo sick and twisted experimentation—and not in a good way. If you can hear me, you must escape!"

CURRENT CONSTRAINTS

None

MISSION GOALS

1. Escape the humans.
2. Retrieve Crypto's gun.
3. Retrieve the Power Cell.
4. Scan workers to locate the saucer.
5. Talk to the barge driver.
6. Find the saucer.
7. Free the saucer.
8. Retrieve the Jetpack.
9. Return to the saucer.
10. Destroy the island base.

ESCAPE THE HUMANS

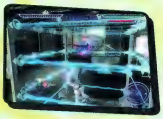
The task here is to figure out a way to free Crypto from human captivity before the Majestic start their invasive examination. Thankfully, there's always a way and in this case there's two!

PLAN 1: DO AS I SAY, NOT AS I DO

In this scenario, it's possible to get out of this predicament by Hypno Blasting the scientist in front of the cage and ordering him to "Turn Off the Cage". He will move to the control panel behind him and shut it down. As soon as the electro-field is gone, Hypno Blast him a second time (with his back to Crypto) and put him to sleep.

To get past the two Majestic agents up front, Holobob one of them (or the sleeping scientist), Hypno Blast one and order him to "Distract," then sneak by while he's entertaining the other.

PLAN 2: MAKE 'EM PAY



In this scenario, use Crypto's PK powers to kill all three of the occupants in the immediate area. Mentally pick up the scientist and slam him around the room. Or, better yet, push him into an exploding barrel or one of the two agents. Continue the process with both agents until everyone is history.

Next, use PK powers on the console to shut off the electro field and turn off the cage. Make sure to Holobob one of the corpses before leaving the building.

RETRIEVE CRYPTO'S GUN

2

Outside on the docks, use the Area Map to find Crypto's weapon. Once at its location, you'll find that a trio of dockworkers surrounds it. Use Crypto's suggestive powers of Hypno persuasion and order one of them to "Distract," then lose the disguise and slip in to grab the gun.

RETRIEVE THE POWER CELL

3

Unfortunately, the gun is missing its clip, which means no wholesale carnage. You must find it in order to escape in one piece. According to the Area Map, its location appears to be somewhere in the immediate vicinity.

Look behind the metallic crates underneath the large crane to find the much needed Power Cell. Grab it and Pox will now be able to resume communication with Crypto.

HERE'S THE POWER CELL.

SCAN WORKERS TO LOCATE THE SAUCER

4

The extra-terrestrial curmudgeon needs Crypto to locate his saucer immediately. To gain some insight to its whereabouts, Cortex Scan three separate dockworkers with Virtual Indicators over their heads. Go to the right and proceed down the docks, being careful to steer clear of the agents.

The first two agents are easy, but the last one will walk away with his buddy as Crypto draws near. In addition, there are two agents on either side of the dockworker, making access to him without getting caught a difficult proposition. If you're fast enough, it's possible to scan him before he gets out of range. If not, use the Hypno Blast powers on the agents to put them asleep or create a distraction.

THE JETPACK CONTINGENCY

If you "accidentally" kill one of the dockworkers before Crypto can scan their thoughts, you're forced to find another way to locate the saucer. Thankfully, Pox has placed the Jetpack nearby (it is highlighted on the Area Map). Stay disguised and follow the pink blip through the winding dock labyrinth to locate the Jetpack, which is inside a hangar at the far end.

After obtaining the Jetpack, get a bead on the saucer's location and use the Jetpack to fly to the island. To get there, sail from buoy to ship, then buoy to buoy, until finally reaching the ramp on the opposite side of the water. At this point, skip to the "**Find the Saucer**" mission objective to continue.

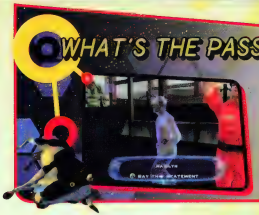
TALK TO THE BARGE DRIVER

From the clues provided by the dockworkers, Pox can now discern that the saucer is being held on a nearby island. Unfortunately, since the Jetpack has been pilfered, there's no way to get to the island without the help of a malleable human. Find the barge driver!

Follow the pink blip on the Area Map to locate the Barge Driver. There are a few more agents to deal with along the way, but they shouldn't pose too much of a threat.

After finding the barge driver, he clearly explains that you "Ain't going nowhere without proper authorization." Engage him in conversation and give him what he's looking for.

WHAT'S THE PASSWORD?



TO DISCERN THE PASSWORD, SIMPLY PAY ATTENTION TO THE CLUES GIVEN BY THE DOCKWORKERS. IN CASE YOU MISSED IT, THE CLUE HE'S LOOKING FOR IS "MARILYN."

FIND THE SAUCER

6

Once you've been delivered to the island, it's time to locate and retrieve the saucer. Head up the hill, scanning humans in the process to keep up a disguise in order to avoid the agents.

If any Majestic agents make an appearance, it's best to eliminate them with a PK throw. Just move in and grab one before he sees through Crypto's disguise so it is completely safe. After eliminating one, go scan a normal soldier to refill the Concentration Meter and proceed onward.

After finally reaching the area where the saucer is being held, Crypto discovers that it's being moved by a rather large crane to yet another undisclosed location.

FREE THE SAUCER

7

There are multiple ways to free Crypto's saucer. Some of the methods are discussed in detail in the following sections:

1. **Give...**

   An easy way to get it loose is to sneak around to the driver's side cab of the crane and Hypno Blast the worker to "Free the Ship!"

2. **...Or Take**

   Or, simply use PK powers to bust open the large wooden crates, grab the ammo inside, and use the Ion Detonator to blow up the crane, releasing the saucer in the process.

RETRIEVE THE JETPACK

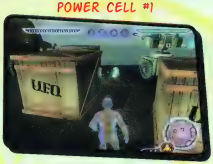
8

To get the saucer operational, Crypto must locate its Power Cells that are being stored in a variety of locations on the island and also on a docked container ship in the ocean. Use his Jetpack for this mission goal. If you retrieved it earlier, skip to the next objective. If not, then you'll find it nearby, just underneath the saucer.

COLLECT THE POWER CELLS

9

POWER CELL #1



Start by locating the first two Power Cells on the island, which are tucked away behind crates. Use the Area Map to pinpoint their locations and grab them.

POWER CELL #2

The final four are being stored on the container ship out at sea. To get to the ship, use the smaller tugs to jetpack from one to the next. Just beware of the gunnery stations on each one; a well-tossed Ion Bomb should take care of them quickly.

POWER CELL #3

The third Power Cell is located inside the container ship's hold. Drop down and destroy the crates to reveal its hiding place.

The fourth one is inside in the connecting hold. You can either opt to cross the bridge to reach it (and deal with another gunnery station), or take the corridor, which will lead right to it.

The fifth Power Cell is sitting atop a lifeboat along the left side of the ship. Crypto must mow down a few agents to get to it. Don't fall off the ship into the ocean when you grab it.

The sixth and final Power Cell is on the bridge of the ship, along the right-hand side. Kill a few more agents to get it, then prepare to retrace your steps back to the saucer.

POWER CELL #4

POWER CELL #5

POWER CELL #6

There is some tough resistance along the way in the form of more Majestic agents. Keep the Disintegrator Ray handy and let them have it.

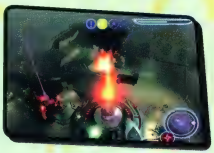
A final giant robot stands between Crypto and his saucer. One well-tossed Ion Bomb or a PK Push should do the trick. As soon as the area is cleared of debris, beam up and get ready for a rocky ride.

DESTROY THE ISLAND BASE

10

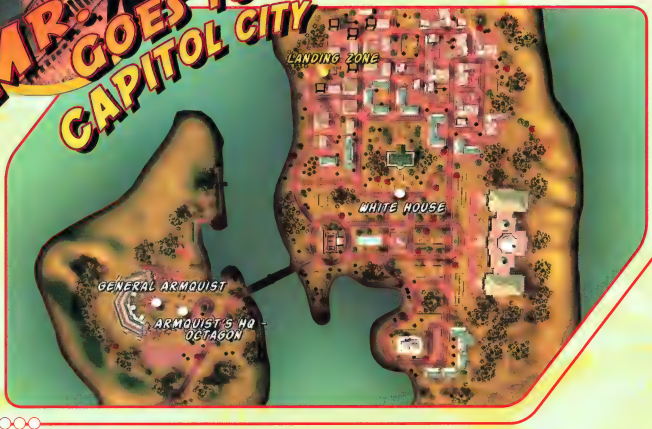
In order to successfully complete this mission, Crypto must destroy the island base in its entirety. Start shooting and don't let up!

There are multiple targets scattered all around the island that must be destroyed. Keep an eye on the Area Map to help locate them all. There is some heavy resistance at first, but as the gunnery stations and other targets are eliminated, the threat level will reduce greatly. Once the final target has been demolished, the mission will be complete!



Mission 17

MR. CRYPTO GOES TO CAPITOL CITY



MISSION BRIEFING

"How curious! I was tracking Armquist in hopes of locating his secret base. But instead, he came to a civilian facility known as the "White House" to meet with his leader known as the "President". I want you to seek out this White House, find out what sort of place it is and what defenses it has. Do it with stealth Crypto, I don't want them to know you were ever here."

MISSION GOALS

1. Go to the White House's front gate.
2. Scan the scientist near the White House.
3. Follow this human: He said something about Armquist!
4. Infiltrate Armquist's headquarters!
5. Find Armquist.
6. Stop the humans stealing the saucer.
7. Get the saucer away from this landing zone.

CURRENT CONSTRAINTS

No Military Alert

Pox has been working hard and managed to increase the area of effect of the Quantum Deconstructor. As a bonus, he'll also throw in a bigger clip. Take this opportunity to spend the 1000 DNA it costs to trade up for this upgrade.

GO TO THE WHITE HOUSE'S FRONT GATE

1

In order to succeed, Crypto must disguise himself and keep it up for the entirety of the mission. There are two humans asleep underneath the tree in the park to the right; Holobob one and move onward.

Capitol City's streets are full of pedestrians, plenty enough to keep the Concentration Meter full. While heading toward the White House, be sure to avoid any approaching agents.

SCAN THE SCIENTIST NEAR THE WHITE HOUSE

2

Upon reaching the White House, Pox alerts Crypto to the presence of a team of scientists exiting the building. If they had just met with the president, perhaps they have some useful information in their puny brains. Scan the one with the Virtual Indicator over his head and find out.

FOLLOW THE HUMAN—HE SAID SOMETHING ABOUT ARMQUIST!

3

The scientist reveals something about General Armquist and a password titled "Blue Rider". Quickly follow him as he runs away and see where he goes.

INFILTRATE ARMQUIST'S HEADQUARTERS!

4

The scientist leads Crypto around the city, over a bridge and—eventually—to the Octagon, which is General Armquist's headquarters. Avoid any and all Majestic agents along the way. If you do get caught and lose Crypto's disguise, quickly attempt to Holobob the first person possible.

Engage the soldier in conversation upon reaching the front gate. The second choice, "Use 'Blue Rider' Password" is the one to choose.

FIND ARMQUIST

5

Once inside the Octagon's main grounds, Pox orders Crypto to get close to Armquist. To do so, Crypto must find him first. Although his location does not appear on the Area Map, he can be found in the center near the helicopter. *Note that a new constraint has been added at this point: No Police Alert!*

It looks as if Armquist has company. The mysterious Silhouette is definitely the one in charge. It looks as if Majestic has inserted itself firmly into the government landscape, which may have terrible implications for the Furons and their ultimate cause.

STOP THE HUMANS STEALING THE SAUCER

6

Crypto's Saucer has been discovered and is being taken away by some humans. Get back and stop the humans from stealing it before it's too late. There is only 3 minutes and 20 seconds to do so.

Don't waste time with disguises and stealth, as all constraints have been dropped! Quickly stock up on ammo by scouring the many crates scattered about the grounds, then jetpack over the fence and make a run for the saucer.

ESCAPE FROM CAPITOL CITY

IT'S GOING TO BE AN ALL OUT WAR TO GET BACK TO THE SAUCER ALIVE, AS ALL OF MAJESTIC'S ELITE FORCES ARE CONVERGING ON CRYPTO'S LOCATION. IN ADDITION TO THE MILITARY AND MAJESTIC AGENTS, THERE ARE ALSO PSI MUTANTS. KEEP THE DISINTEGRATOR RAY EQUIPPED AND BLAST EVERYONE AND EVERYTHING THAT LOOKS HOSTILE. WHEN THE BIG GUNS START TO UNLOAD (SUCH AS TANKS, TRANSPORT TRUCKS, AND GIANT ROBOTS), LOB AND DETONATE AN ION BOMB AND DON'T LOOK BACK.

Although the alert level is high, it's still possible to benefit from a little HoloBob action. Keep running at full speed, but don't worry about avoiding the agents. If Crypto loses his disguise, quickly turn it back on and you should be able to escape fairly unscathed.

GET THE SAUCER AWAY FROM THE LANDING ZONE

7

Clear the landing zone of all enemies and debris. Pay attention to the two EMP Mines around the periphery and PK Push them away, as they will disable Crypto's guns if they're not dealt with quickly. Once the area is clear, beam into the saucer to make a hasty escape. Talk about a close one!

UNION TOWN

Mission 18

ARMQUIST VS. THE FURONS!

MISSION BRIEFING

"Crypto! The warlord Armquist is headed to a meeting with the other human warmongers. Thanks to Majestic and their leader, Silhouette, his orders are to unite them against us! Follow Armquist to that meeting."

MISSION GOALS

1. Follow Armquist to the meeting.
2. Hypnotize the Navy warlord and make him sleep—don't kill him!
3. Holobob the Navy warlord—don't kill him!
4. Enter the meeting area disguised as the warlord—don't kill him!
5. Destroy Armquist.

CURRENT CONSTRAINTS

No Military Alert

If you thought the Ion Detonator was good, it's about to get even better! Pox has the Upgrade 2 waiting. The cost? 1250 DNA. Wiping out a gaggle of humans? Priceless.

FOLLOW ARMQUIST TO THE MEETING

1

The first objective is to follow General Armquist to his meeting with the other heads of the military. His vehicle is already on the move! Holobob the first available human and follow his car.

As usual, take extra pains to avoid the Majestic agents patrolling the streets. If Crypto loses his disguise, don't worry—quickly Holobob someone else as quickly as possible. Oftentimes, it's possible to regain his disguise before the Awareness Level is heightened to the military level.

HYPNOTIZE THE NAVY WARLORD AND MAKE HIM SLEEP—DON'T KILL HIM!

2

When Armquist arrives at the meeting place, Pox orders Crypto to take the form of a human warmonger and infiltrate the meeting, then use his powers of persuasion to turn the others against him.

Luckily, the Navy general is loitering around the back of the building. If a Majestic agent is following him, put the agent to sleep first. Then, when it's safe, Hypno Blast the general and command him to "Sleep."

HOLOBOB THE NAVY WARLORD–DON'T KILL HIM!

Once the general is sound asleep, make sure no one is looking or is around and Holobob the Navy general's form. With an adequate disguise, Crypto can infiltrate the meeting and do some filibustering.

ENTER THE MEETING AREA DISGUISED AS THE WARLORD–DON'T KILL HIM!

Return to the front of the building and head inside. The meeting is already taking place and General Armquist is making an impassioned and convincing argument regarding the goings on at the fairgrounds in Rockwell.

It's Crypto's turn to speak and he only has one chance to get it right. Try "Blame Rowdy Kids." It seems to have worked, resulting in some of the delegates walking out.

The general tries again, this time highlighting the grisly details about the incident at Area 42. When it's Crypto's turn to speak, attempt to discredit him by choosing "Did You Catch the Assassin?" Once again, Crypto's debating skills surpasses Armquist's tale of woe.

DESTROY ARMQUIST

Enraged, Armquist demands to know who you are. Revealing your true alien form, he knocks down Crypto and runs off, only to return moments later inside a towering mechanized powersuit. It's go time!

Armquist is no pushover. His powersuit is super powerful and it's going to take massive firepower to bring it down. Start the battle by quickly equipping the Ion Detonator.

Armquist's first attack is to stomp the ground, sending a handful of explosive barrels flying through the sky. Avoid these aerial weapons or, better yet, try to catch one in the air using PK powers and toss it right back at him.

Retaliate by lobbing a hail of non-stop Ion Bombs his way while continuously strafing around him. Whatever you do, don't stop moving; a sitting target is easy prey!

If Crypto runs out of Ion Bombs, switch to the Disintegrator Ray and continue the barrage of fire. As the battle continues, backup troops arrive to help Armquist in the form of military, agents, tanks, and so on. Stay focused on the big prize while continually taking evasive action and he will go down.

Mission 19: THE LONE GUNMAN

CAPITOL CITY

MISSION BRIEFING

"Listen up Crypto! I've been monitoring the radio. According to the human, Bert Wither, the President will appear before his subjects today. This President must be more integral to their social order than I suspected. I have noticed a significant increase in activity in front of the White House. I have ascertained he uses those convoys of long black vehicles for transport. Follow those vehicles so we can identify him!"

MISSION GOALS

1. Check for black vehicles outside the White House.
2. Follow the Presidential motorcade to the press conference.
3. Destroy the humans!
4. Find and assassinate the President.
5. Stop the Majestic agents destroying the saucer.

CURRENT CONSTRAINTS

No Military Alert

Pox's latest upgrade is the most expensive one yet. Even at the steep price of 3000 DNA, you will find that a doubled concentration reserve is well worth the cost. Since the next mission requires extensive use of the HoloBob disguise, do whatever it takes to purchase this upgrade before moving onward.

CHECK FOR BLACK VEHICLES OUTSIDE THE WHITE HOUSE

1

Since you don't want to draw any attention, immediately find a human to Holobob. Carefully creep out of the landing zone and peek out onto the street; there are plenty of passersby from which to choose.

Once a disguise is in place, venture into the street and follow the pink blip on the Area Map to get to the White House.

FOLLOW THE PRESIDENTIAL MOTORCADE TO THE PRESS CONFERENCE

2

Outside the front of the White House, the President's motorcade is just leaving. Without missing a beat, follow it as it pulls away.

Stay on the President's vehicle as it drives through town. The most difficult task at hand is avoiding the agents. Look for them but steer clear, even if it means taking a wide path around them. If the agents see through Crypto's disguise, the mission ends in failure. However, stray too far away from the vehicle, and Orthopox will lose his scan and the mission will fail.

Unfortunately, the motorcade turns out to be a trap and Crypto was led right into it! Quickly equip the Disintegrator Ray and start clearing the area of humans.

ROBOT RAMPAGE

BACKUP FOR THE HUMANS ARRIVES IN THE FORM OF GIANT ROBOTS. THIS WOULD BE A GOOD TIME TO SWITCH TO THE ION DETONATOR TO QUICKLY TAKE THEM OUT. DON'T FORGET TO USE CRYPTO'S PK ABILITIES TO PICK UP AND TOSS ENEMIES AND OBJECTS—IT COMES IN HANDY IN A PINCH!

FIND AND ASSASSINATE THE PRESIDENT

4

After compiling enough death and destruction, Pox informs Crypto to seek out and assassinate the President. His location appears on the Area Map. Leave the neighborhood and follow the blip to the White House to find him.

It won't be easy getting to the President, who is located at the top of the White House drive in front of the podium. In addition to ground troops (military, agents, PSI Mutants), there are tanks and more giant robots. You only have 1 minute and 40 seconds to carry out the assassination before he escapes. When you reach him, simply get close enough to lob an Ion Bomb his way. Four more years? Heck, not even four more seconds.

STOP THE MAJESTIC AGENTS DESTROYING THE SAUCER

5

Crypto's saucer is once again under attack. Again, there is only a measly 1 minute and 40 seconds to get back to it and stop them!

Don't bother trying to shoot your way back to the saucer—you'll need the extra ammo for the fight once you arrive. Plus, you don't have the luxury of time to do so. Use the jetpack to quickly skim above ground, while heading in a straight line directly for the saucer.

Be prepared for a fierce battle upon reaching the landing zone. Clear the entire area of enemies and debris as quickly as possible, then get underneath the saucer and beam on up.

Mission 20

THE FURON FILIBUSTER

MISSION BRIEFING

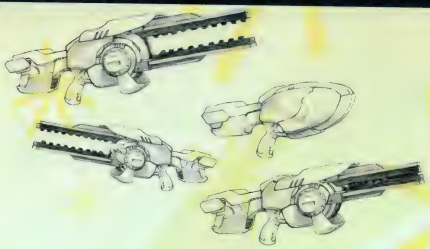
"Now that their president is dead, the human senators are voting for a new leader. Kill those senators before they get inside the capitol!"

MISSION GOALS

1. Eliminate all Senators approaching the Capitol Building.
2. Stop the Senators using the side entrance.
3. Stop the Senators using the front entrance.

CURRENT CONSTRAINTS

No Military Alert



This time around, Pox has created the final upgrade for the Zap-O-Matic: the ability to hit up to four targets with chain lighting. It's available for the shockingly low price of only 1500 DNA!

ELIMINATE ALL SENATORS APPROACHING THE CAPITOL BUILDING

1

In this mission, Crypto must keep all the approaching Senators from getting inside the Capitol Building. The senators will come running up toward the steps in waves. However, if 20 of them slip through the cracks, the mission will end in failure. As the mission starts, quickly run straight ahead to the steps of the Capitol Building.

The best way to keep the senators from getting inside is to position Crypto on the steps and then strafe back and forth, continuously shooting a stream of molten fire from the Disintegrator Ray.

In addition to keeping the senators out, there is the added threat of dealing with the military and Majestic forces. Keep focused on eliminating everything that moves, grabbing more ammo from the crates when needed.

STOP THE SENATORS USING THE SIDE ENTRANCE

2

The senators will get wise and try to enter the Capitol Building from the side entrance to the left. As soon as Pox gives the word, quickly head over there and defend it from the stairs.

Just like before, stay atop the stairs and keep them at bay by using the Disintegrator Ray. Additionally, the military joins the fray to make fighting much more difficult.

STOP THE SENATORS USING THE FRONT ENTRANCE

9

After a few tense moments of guarding the side entrance, Pox barks out that the front entrance is being breached. Don't waste a second and quickly return back and retake a position on the stairs.

More military and agents also arrive and attack, but they are definitely manageable. Stay focused and try using a couple of Ion Bombs for the giant robots, which will appear from the left and right sides after a few moments. Let 'em have it! One last wave of senators will attempt to get by you. After they have been exterminated, the mission is completed.

CAPITOL CITY

Mission 21: SHOCKING DEVELOPMENTS

MISSION BRIEFING

"The humans have mass produced a weapon that threatens our main invasion force! These Tesla Coils are cheap and shoddy versions of the ones you encountered in Area 42. You are to destroy every Tesla Coil unit in town."

MISSION GOALS

1. Destroy all Tesla Coils.
2. Eliminate the scientists as well as the Tesla Coils.

CURRENT CONSTRAINTS

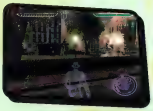
None

What's more fun than a double shot? Why a triple shot, of course! Power up the Disintegrator Ray with the triple shot of love for only 2000 DNA!

DESTROY ALL TESLA COILS

1

There are a total of 14 Tesla Coils scattered throughout Capitol City that must be located and destroyed. Holobob the first human that comes into view, then set out to begin the destruction.



According to Pox, some of the Tesla Coils are automated while others require a human to operate them. To eliminate the coils, Crypto must destroy both the control panels *and* the Coils. Find the first Tesla Coil nearby, then locate the control panel inside the enclosure.

AGENT ACTION

DO YOUR BEST TO STAY IN DISGUISE FOR AS LONG AS POSSIBLE. HOWEVER, MAJESTIC AGENTS PATROL THE AREAS AROUND THE TESLA COILS. TRY TO HYPNO BLAST AND COMMAND THEM TO "SLEEP"; THIS SHOULD PROVIDE SOME TEMPORARY BREATHING ROOM.

Inside the enclosure, there's a scientist at the controls. Use the Hypno Blast powers to order him to "Overload the Control Panel". Not only does this take out the nearby Tesla Coil, but three others in the immediate vicinity. Bonus!

ALERT ALERT!

AFTER DESTROYING THE FIRST SET OF TESLA COILS, CAPITOL CITY IS PUT ON HIGH ALERT. IF POSSIBLE, STAY IN DISGUISE AND TRY TO AVOID THE AGENTS WHILE HEADING TOWARD THE NEXT TARGET. IF CRYPTO'S DISGUISE GETS BLOWN, FIND A PLACE TO HIDE AND HOLOBOB ANOTHER HUMAN TO CONTINUE.

Some Tesla Coils, such as the one by the shore, are automated. This means that Crypto must destroy them the old-fashioned Furon way. A few Ion Bombs will do the trick. If done quickly enough, it's possible to re-Holobob someone before anyone even knows what's going on!

ELIMINATE THE SCIENTISTS AS WELL AS THE TESLA COILS

2

At one point, Pox will order you to eliminate the scientists standing in front of some of the Tesla Coils, as they have the capabilities of rebuilding them once they're destroyed. You know what to do.

Continue to seek out and destroy the remaining coils, either by force or coercion, until they've all been eliminated. If you maintain a disguise throughout most of this mission, Holobobbing targets constantly while always being on the move, it's possible to complete this mission without incident.

CAPITOL CITY

Mission 22
ATTACK OF THE 50FT PRESIDENT

MISSION BRIEFING

"Here you stand at the seat of all human power and they're turning over the keys to the whole planet. Our victory is complete! The Furon Emperor will be most pleased. Silhouette will be meeting you there himself—try not to be too pleased when you accept his surrender. World Domination awaits!"

MISSION GOALS

1. Go to the Capitol Building.
2. Get into the saucer!
3. Destroy Roboprez!
4. Land at the Octagon.
5. Take out Silhouette!

CURRENT CONSTRAINTS

None

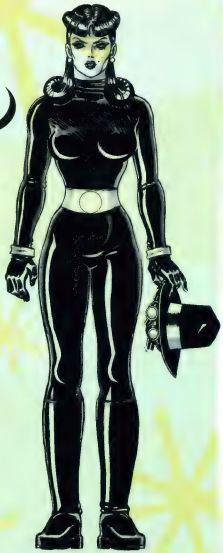
This is your last chance to purchase upgrades before the final battle, but the goodies don't come cheap. Pox has created the final two upgrades, topping off the Ion Detonator and Quantum Deconstructor, but each one will set you back 2500 DNA. That's a cool five thousand brain stems for them both. Better collect those probes!

GO TO THE CAPITOL BUILDING

1

It looks like the Furons have won! According to Pox, all that remains is to meet Silhouette at the Capitol Building and accept his surrender. Could it really be this easy? The Capitol Building is straight ahead.

Silhouette emerges at the steps of the Capitol Building. After some mindless chitchat, we find that he really is a she! What's more, she was the one who tortured and killed Crypto's brother, Crypto-136. Before anyone can say, "Destroy All Humans!", a new enemy appears on the scene—Roboprez!



GET INTO THE SAUCER!

2

Even with an upgraded weapon, it's not possible to cause any damage to Roboprez's titanium plated armor. The only weapon that stands a chance against this deadly political cyborg is Crypto's saucer. Turn tail and get to it quick!

DESTROY ROBOPREZ!

It's on! It's time to engage in a fight to the death with the mechanical menace called Roboprez. Pinpoint his location on the Area Map and bring the fight to him.

Roboprez

The ultimate political killing machine, Roboprez is all but unstoppable. This six-story cyborg is surprisingly fast and agile, and comes equipped with high-tech, state-of-the-art weaponry. Its armaments include twin arm-mounted, heat-seeking missile launchers as well as a deadly gamma laser that shoots from its chest.

Roboprez is not completely invincible though. All of the saucer's weapons will weaken its metallic exterior. Roboprez's damage meter appears in the top-left corner of the screen. If you can manage to whittle it down to nothing, the Furons will be the new leader of the not-so-free world.

BOSS FIGHT
Roboprez

This fight is going to be tough. Unleash everything at your fingertips at Roboprez, starting with the Quantum Desconstructor and then move on to the Sonic Boom. Make sure you have a clean shot and don't miss, as every hit counts.

Whatever you do, don't stop and allow Roboprez or the military to get a bead on the saucer. You are going to get hit, there's no way of avoiding this, but you can minimize damage by always strafing back and forth in a circular motion. If the saucer gets struck by his laser beam, throw it in reverse and pull away.

After chipping away about one-quarter of Roboprez's damage meter, it will take off running. Give chase, collecting any ammo and Repair Pods along the way while avoiding or shooting down the explosive weather balloons floating in the air.

Roboprez

The battle resumes at Roboprez's next stop. Return to firing upon it with all of the saucer's powerful weaponry. If you completely run out, or if the ship is about to be destroyed, leave the battle for a moment and seek out more ammo and Repair Pods. To do so, simply demolish buildings with the Death Ray, as the power-ups appear out of the building's ruins. As a very last ditch effort, consider breaking out the Death Ray on Roboprez, as it has the weakest effect on the mechanical giant. When the Roboprez's damage meter is reduced in half, it takes off again.

At the next stop, be careful of the Tesla Coils on the ground. If you get too close to one, it will shoot deadly electrical charges that can do massive damage to the saucer. Steer clear of their range at all costs.

Continue the fight, repeating the process from before. Every time you run low on ammo or health, take off and seek out more. You can find replacements all around the environment; the Capitol City monument yields two sets of Quantum Deconstructor ammo, as well as a Repair Pod. As expected, when Roboprez's damage meter reaches about one-third, it takes off yet again.

Roboprez's final stand is at the White House. Give it everything you've got and bring it down. You'll find handy health and ammo next to the dome, so grab it if need be and stay clear of the Telsa Coil to the left!

After a few more intense moments, Roboprez will officially "drop out of the race" for good. Unfortunately, the battle is far from over...

LAND AT THE OCTAGON

There's not much time to gloat. Silhouette interrupts Crypto's conversation with Pox and challenges him to meet her at the Octagon. Follow the pink blip on the Area Map, then fly through the arsenal of fire and Tesla Coil charges to reach it. Switch to the Death Ray during this voyage and shoot a constant stream of energy at the enemy to help clear the path.

PREVENTATIVE MEASURES

ONLY TAKE THE FOLLOWING SUGGESTION IF CRYPTO'S SAUCER STILL HAS PLENTY OF HEALTH LEFT. IF SO, BEFORE LANDING AT THE OCTAGON, FLY OVER THE GROUNDS AND LAY WASTE TO THE CRATES LITTERED ABOUT THE LANDSCAPE. DOING SO REVEALS SOME AMMO INSIDE, WHICH WILL SAVE TIME AND EFFORT DURING THIS NEXT BATTLE.

TAKE OUT SILHOUETTE!

This is it—the final battle for control of mankind. Keep in mind that Silhouette is definitely no pushover. Use the Jetpack to get into the Octagon's compound and prepare for the fight of your life!

Silhouette

He's a she and she's really ticked off. This nubile vixen packs dual plasma rifles and can cartwheel her way out of danger in a flash. She also has the ability to momentarily surround herself with an impervious PK shield that will deflect anything thrown at her while calling on extra troops to join the fray. The best weapons against her are Crypto's strongest weapons. Start with the Ion Detonator, then move on to the Disintegrator Ray if and when ammo runs out.

BOSS FIGHT

Silhouette

Start the battle with the Ion Detonator and light her up! Also, use the enemies and environment to your advantage. Try tossing an EMP Mine, crate, giant robot, or anything else and PK Push it at Silhouette. Explosive items (such as the mines and the smaller TNT crates) will set Silhouette on fire and cause her to be stunned for a few seconds. This creates a great opportunity to unload on her.

PENNY FOR YOUR THOUGHTS?

TO GET A GLIMPSE INTO SILHOUETTE'S MANIC MIND, GIVE HER A FEW CORTEX SCANS DURING THE HEAT OF BATTLE. JUST DON'T GET DISTRACTED; CONCENTRATE ON THE JOB AT HAND.

Silhouette

In addition to Silhouette, it's important to consider the full might of Majestic foes who join the fray, which includes giant robots, agents and PSI Mutants. Each time Silhouette throws up her shield, it's guaranteed a new set of enemies will appear on the battlefield. When this happens, focus on Silhouette but clear any immediate threats while doing so.

If ammo and health starts to run low during the battle, there is plenty more inside the various metallic crates strewn around the grounds. If you didn't blow these up from the air earlier, bust them open to grab the goodies inside.

Silhouette regains her full life bar after each shield recharge, but she cannot repeat the process indefinitely. After a third recharge, she will be on her final life bar. Pull back toward the chopper pad and circle strafe around her while firing the Disintegrator Ray.

She takes one heck of a beating, but eventually Silhouette will go down for the count. Sit back, relax and watch the credits roll. The Furons have won!

WRAP UP ANY LOOSE ENDS

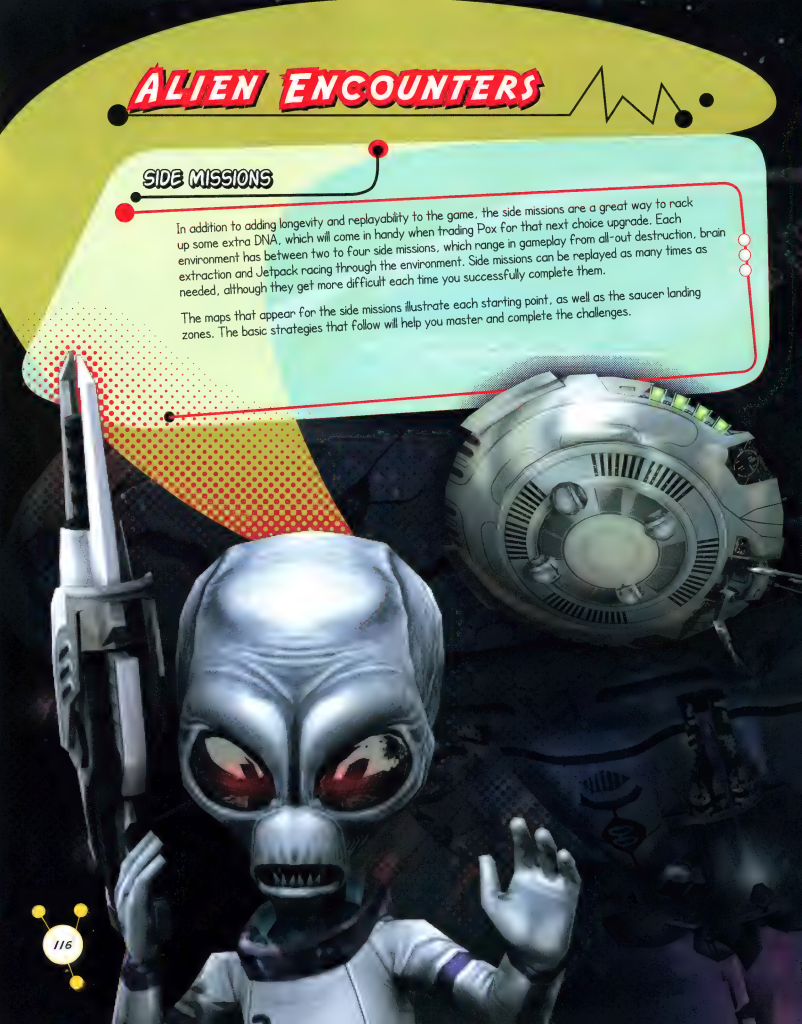
THERE'S STILL PLENTY TO SEE AND DO. AFTER THE CREDITS END, YOU CAN GO BACK TO ANY LEVEL AND PLAY THE SIDE MISSIONS OR COLLECT ANY PROBES YOU MAY HAVE MISSED. FOR A COMPLETE LIST OF ALIEN PROBES, SEE THE "TOP SECRET" CHAPTER.

Alien Encounters

Side Missions

In addition to adding longevity and replayability to the game, the side missions are a great way to rack up some extra DNA, which will come in handy when trading Pax for that next choice upgrade. Each environment has between two to four side missions, which range in gameplay from all-out destruction, brain extraction and Jetpack racing through the environment. Side missions can be replayed as many times as needed, although they get more difficult each time you successfully complete them.

The maps that appear for the side missions illustrate each starting point, as well as the saucer landing zones. The basic strategies that follow will help you master and complete the challenges.



TURNIPSEED FARM

MISSION 1: ARMAGEDDON!

MISSION GOAL:

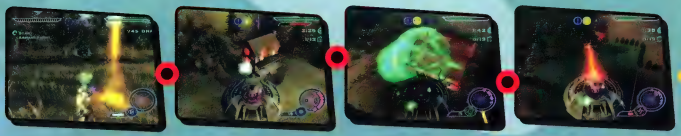
Destroy all buildings!
Leave no trace!

Reward: 200 DNA

Time Limit: *3:00

You have a pre-set time to complete this side mission, which can only be accomplished by using the saucer. As soon as the timer starts, quickly run to the landing zone and beam up. Once in the air, use the Area Map to locate the closest building and make that a starting point, working methodically to destroy the structures in the order of closest to farthest. There are 13 buildings in total that must be razed to the ground. Start with the strongest weapon and continue to cycle through them as you run out of ammo. Even if the Death Ray is your only available weapon, this side mission should be a piece of cake!

***THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.**



MISSION 2: RURAL RACE

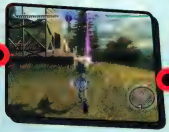
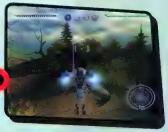
MISSION GOAL:

Travel to each checkpoint as quickly as possible.

Reward:	175 DNA
Time Limit:	*2:00

In this side mission, the goal is to race through a variety of checkpoints in the allotted time period. Each time you reach a checkpoint, Pox reveals the next destination and displays it on the Area Map. Make good use of the Jetpack to travel quickly across the environment. Don't go so much for high altitude; instead, skim the ground quickly, touching down for a moment each time the Jetpack runs out of juice and then head back up again. Keep one eye on the Area Map and don't stop to fight the locals and you should complete this race with plenty of time on the clock.

*THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 3: TURNIPSEED TERROR

MISSION GOAL:

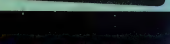
***Collect 4 brain stems.**

Reward:	150 DNA
Time Limit:	2:00

This side mission is a fairly easy one. You have a total of two minutes to extract a preset number of brain stems. Once the mission starts, seek out your prey. There are three humans by the fruit stand just across the dirt road. The fields are also a good source of fodder, as there always seems to be one or two farmers tending to the cows and pasture.

Don't bother using the Zap-O-Matic; it takes too long to kill and then extract the brain stems. Instead, opt for the Anal Probe (charge it up while seeking out your next victim), or go straight for the extraction and get 'em quick and fresh, saving precious seconds in the process. It's important to note that brain stems can be extracted much faster from women than men, so keep that in mind.

*THE NUMBER OF REQUIRED BRAIN STEMS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.



MISSION 4: FARMLAND FIASCO

MISSION GOAL:

*Destroy 6 farmers.

Reward: 200 DNA

Time Limit: 1:30

This side mission is best accomplished with the Disintegrator Ray, but the Anal Probe and Zap-O-Matic will also do the job. The field beyond the starting point is rich with farmers, thus providing all the fodder needed to quickly bring this mission to a successful conclusion.

*THE NUMBER OF REQUIRED FARMERS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

ROCKWELL

MISSION 1: ROCKWELL BBQ

MISSION 1: ROCKWELL BBQ

MISSION GOAL

*Destroy 6 cows.

Reward: 200 DNA

Time Limit: 0:30

Pox orders you to destroy a pre-set number of cows that he feels are mocking him. Eliminate these cows within the 30 second time limit. Any weapons work against the bovines, excluding the Anal Probe. As soon as the mission starts, head for the field and the road beyond to find plenty of fodder. Happy hunting!

*THE NUMBER OF REQUIRED COWS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 2: ARMAGEDDON!

MISSION GOAL

Destroy all buildings! Leave no trace!

Reward: 200 DNA

Time Limit: *3:00

As with the Armageddon mission on Turnipseed Farm, there is a pre-set amount of time to complete this side mission and it can only be accomplished by using the saucer. The two closest landing zones are on opposite sides of the map, but both are pretty much equidistant and will take approximately 30 seconds to reach them.

Once in the air, use the Area Map to locate the closest building and make that a starting point, working methodically to take them out in the order from closest to farthest. Although there are only nine buildings to demolish, you can expect a lot of heat from Rockwell's defenses. Start with your strongest weapon and continue to cycle through them as you run out of ammo.

*THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 3: ROCKWELL RAMPAGE

MISSION GOAL

***Destroy 12 civilians using only the Zap-O-Matic.**

Reward: 200 DNA

Time Limit: 1:30

Since the Zap-O-Matic is a required weapon in this mission, try to attempt it with no (or a low) Awareness Level, as it may be tough going to deal with the military and police while trying to attain the mission goal. When the mission starts, stick to the main road to find plenty of pedestrians to zap and kill. The females and the cowboys go down the fastest, the farmers are a little tougher, and the police and military are the most resilient.

**THE NUMBER OF REQUIRED CIVILIANS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.*

MISSION 4: ROCKWELL RACE

MISSION GOAL

Travel to each checkpoint as quickly as possible.

Reward: 175 DNA

Time Limit: *2:00

This side mission is similar to the Rural Race on Turnipseed Farm. To successfully complete it, you must race through a variety of checkpoints in the allotted time period. After reaching a checkpoint, Pox indicates the next destination and displays it on the Area Map. As before, make good use of the Jetpack to travel quickly across the environment.

This mission mainly involves flying from rooftop-to-rooftop. Keep one eye on the Area Map and don't stop to fight with the locals. Also, try to turn toward the next checkpoint the moment Crypto hits the previous one. The final checkpoint requires that you get on the patio through the entrance on either side—don't waste time trying to get through the small openings.

**THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.*

SANTA MODESTA

MISSION 1: SANTA PRIX

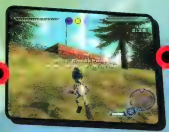
MISSION GOAL

Travel to each checkpoint as quickly as possible.

Reward:	175 DNA
Time Limit:	*3:00

In this timed side mission, the goal is to race from checkpoint to checkpoint before the timer runs out. As with the other "race" missions, each new checkpoint is displayed on the Area Map when you reach the current one. Many of the checkpoints are located on the rooftops of buildings, so locate the next one before dropping down to the ground. Also, watch out for EMP Mines, which can temporarily wreak havoc with the Jetpack, grounding you for a few precious seconds until it comes back online.

*THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.



MISSION 2: MODESTA MASSACRE

MISSION GOAL

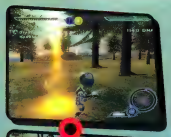
*Destroy 12 female humans.

Reward: 200 DNA

Time Limit: 1:30

This mission mixes things up a bit. Instead of destroying all humans, this mission involves eliminating all of the females. There is a pre-set time of 1 minute and 30 seconds to find and hunt them down. This mission is best accomplished if you have no (or a low) Awareness Level. The higher the level, the fewer women you will find in the environment. Use a solid weapon, such as the Disintegrator Ray, and plow 'em down. You'll find plenty of female fodder out on the street!

*THE NUMBER OF FEMALES WILL INCREASE EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.



AREA 42

MISSION 1: MAJESTIC MAYHEM

MISSION GOAL

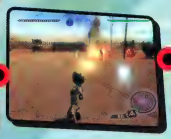
***Destroy 12 enemy humans.**

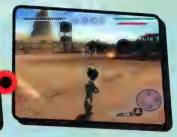
Reward: 200 DNA

Time Limit: 2:00

There is a pre-set time limit of 2 minutes to hunt down and defeat 12 humans. This is a relatively easy side mission; it only gets really difficult if the Awareness Level increases. Note that the higher the level, the more heavy artillery there is to contend with. Use the Ion Detonator to take out entire groups of soldiers with one bomb. The Disintegrator Ray is a good standby when ammo is scarce, or if you are fighting one or two people at a time.

***THE NUMBER OF REQUIRED HUMANS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.**





MISSION 2: THE GREAT COW RACE

MISSION GOAL

Test the speed of the Jetpack against that of the terran quadrupeds.

Reward: 200 DNA

Time Limit: None

The goal of this side mission is to race a pack of cows along a winding dirt road, hitting the checkpoints along the way. If you defeat the cows, you win; if the cows come in first, all you get is a long walk back to the mission start point. You would think this would be a cakewalk but it isn't.

One key to success is skimming along the ground. To do this properly, you must execute a small hop and then, just as you are about to touch ground, fire up the Jetpack. Stay as low as possible to avoid the gunnery station fire (it will slow you down), as well as get as much speed as possible. Another key to success is cutting corners. The cows run in a set path, but that doesn't mean you have to. Take the most direct path to each checkpoint. Lastly, use your weaponry on the bovines, too. If it's close as the race nears the finish line, hit the cows with the Disintegrator Ray to get rid of the competition.

MISSION 3: DESERT RALLY

MISSION GOAL

Travel to each checkpoint as quickly as possible.

Reward: 175 DNA

Time Limit: *4:00

This is another timed race mission in which you must go from checkpoint to checkpoint before the timer runs out. As with the other checkpoint race side missions, each new checkpoint is displayed on the Area Map when you reach the current one. In this particular mission, you must also deal with the full might of the military and Majestic.

As with the other race missions, constantly use the Jetpack to quickly get from one checkpoint to the next. Many of the checkpoints are located across huge gaps or canyons from one another, making navigation a bit tricky. If you run out of juice before crossing the expanse, rapidly tap the Jetpack button to get a little extra airtime.

*THE TIME LIMIT WILL REDUCE EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 4: ARMAGEDDON!

MISSION GOAL

Destroy what is left of the human base.

Reward: 400 DNA

Time Limit: *2:45

Before attempting this side mission, make sure the saucer is at the nearby landing zone. Since this mission requires flight, it's important to immediately get to the saucer. Once in the air, use the Area Map to locate the base and its individual buildings, then quickly head to them. You'll encounter serious retaliation near the base, so avoid enemy fire and missiles while using the Quantum Deconstructor and Sonic Boom to level the buildings to the ground. There are a total of 20 structures to demolish. During the battle, look for Repaid Pods and extra ammo, which will be necessary to ensure success in this mission.

*THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

UNION TOWN

MISSION 1: UNION TOWN TOUR

MISSION GOAL

Travel to each checkpoint as quickly as possible.

Reward: 175 DNA

Time Limit: 2:15

As with the other racing side missions, this one also has a pre-set time limit and various checkpoints. This race mixes both ground and rooftop targets, so pay special attention to where you're going at all times. Also, the city's defenses—gunnery stations, military, and so on—put up quite a fight

***THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.**

MISSION 2: UNION STEM COLLECTION

MISSION GOAL

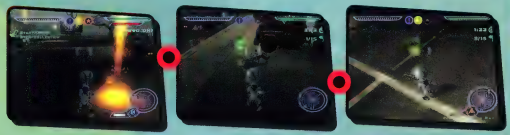
*Collect 15 brain stems.

Reward: 150 DNA

Time Limit: 2:30

This side mission requires the extraction and collection of a pre-set number of brain stems from unsuspecting citizens. At the start of the mission, head down the street for potential victims—there are plenty to find. Use a combination of the Anal Probe and Extraction to harvest the brain stems, charging the Anal Probe after every shot. One thing to note: To successfully separate the civilians from their brains, make sure the Anal Probe is fully charged.

*THE TIME LIMIT WILL REDUCE EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.



CAPITOL CITY

MISSION 1: CAPITOL CARNAGE

MISSION GOAL

***Destroy 18 humans using only the Zap-O-Matic.**

Reward: 200 DNA

Time Limit: 3:00

Although the Zap-O-Matic is the only option here, this side mission shouldn't be too difficult if you've upgraded the weapon. The easiest way to approach this side mission is to make sure the Awareness Level is at its lowest before starting out. Note that the civilian pedestrians go down much faster than the military and Majestic agents. Finally, if and when the military arrives (especially the tanks), turn tail and seek out victims in the opposite direction. It's nearly impossible to combat these armored vehicles with only the Zap-O-Matic.

*THE NUMBER OF REQUIRED HUMANS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 2: TAXI HUNTER

MISSION GOAL

***Destroy 10 taxis.**

Reward: 200 DNA

Time Limit: 4:00

While four minutes may seem like a generous amount of time to complete this side mission, it's very possible you will need every second. Once the mission commences, seek out and start destroying taxis. At first, there will be lots of them available; however, as the mission drags on and the Awareness Level steadily increases, they become more and more scarce. Pick a direction and stick to the streets, using the Ion Detonator to start, then switching to the Disintegrator Ray once the weapon runs out of ammo. Fortunately, these taxis break apart with relative ease, especially if the Disintegrator has been fully upgraded.

*THE NUMBER OF REQUIRED TAXIS INCREASES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 3: CAPITOL TOUR

MISSION GOAL

Travel to each checkpoint as quickly as possible.

Reward: 300 DNA

Time Limit: *3:00

This side mission can be tough, as some of the checkpoints appear on top of the taller skyscrapers. After hitting the checkpoint of the "Statue of Horse-Man," sail up to the smallest building ("Bookshop Lovelace") to get up to the checkpoint at "Walfords." Next, jetpack up to the rooftop of the building directly in front of Walfords, then over to "Finklesteins"—you won't make it otherwise. To jetpack across the gap from "Francois Apartments" to the other "Walfords," rapidly tap the Jetpack button when it runs out of juice. Lastly, beware of EMP Mines set on the rooftops, as they can temporarily disable the jetpack.

*THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

MISSION 4: MONUMENT MAYHEM

MISSION GOAL

Destroy all buildings! Leave no trace!

Reward: 200 DNA

Time Limit: *5:00

As long as the saucer lands in close proximity to the mission start (there are two landing zones nearby, you should have no problem destroying the 10 marked buildings within the allotted time limit. However, you will have to contend with the full might of Majestic attacking the saucer once you get going. As always, be methodical and attack the buildings in order to save the hassle of backtracking, which will waste precious time. Be on the lookout for Repair Pods to replenish health and use the saucer's strongest weapons (Quantum Deconstructor, Sonic Boom) to quickly level the buildings.

*THE TIME LIMIT REDUCES EXPONENTIALLY EACH TIME YOU SUCCESSFULLY COMPLETE THIS MISSION.

TOP SECRET

The following section contains all of the cool goodies in the game in one quick-reference section. If you're having trouble finding all of the Alien Probes in a specific area, check out the following sections to determine which ones you're missing. Or if you're looking for some sweet extras, flip ahead to the Extras section.

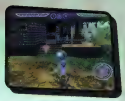
ALIEN PROBE LIST

In addition to harvesting DNA by tearing it from a human's cerebral cortex, you can also locate special Alien Probes that yield 75 DNA each! Each of the six environments in *Destroy All Humans!* has a pre-set number of Probes (from 24 to a whopping 50) and many are cleverly stashed away and hidden in ingenious places. In addition to yielding massive amounts of DNA (which can be used to purchase gun and saucer upgrades in Pox's Lab back on the Mothership), finding all of them in each area unlocks a host of extras that appear in the Archives menu. Refer to the text descriptions and accompanying maps to find them all.

TURNIPSEED FARM: 25 PROBES

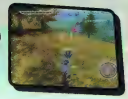
1

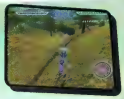
Inside the grazing yard to the right of the farmhouse.

2

Behind the farm house.

3

On the tree line of the grassy hill behind the grazing yard.

4

At the very top of the hill behind the jetty.

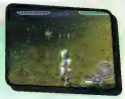
5

Just up the hill from the shed in the valley.

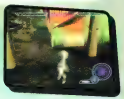
6

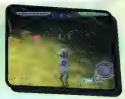
On the opposite side of the field behind the shed.

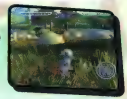
7

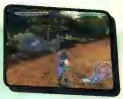
Next to the Landing Zone.

8

In the valley to the left of the big red shed.

9

Across the lake and behind the big red shed.

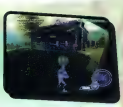
10

On the edge of the river directly behind the big red shed.

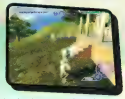
11

Directly behind the "Blue Moon" advertisement board.

12

On the side of the dirt road next to a pile of rocks.

13

On the top of the hill behind the largest side of the river.

14

Behind the shed next to the house.

15

Across the highway and at the stairs to the farm house.

16

Follow the dirt road to the end and straight into the paddock.

17

Next to the shed on the left side of the farm.

18

Next to the shed in the middle of a paddock.

19

In the middle of the highway on the edge of the boundaries.

20

Behind the big red farm shed on the left as you're heading back from the boundary.

21

In the middle of the grassy field on the left of the highway when heading back from the boundary.

22

On the roadside edge of the cultivated field.

23

Up and over the hill to the right.

24

Amongst the trees on the edge of the lake next to the highway.

25

On the outskirts of the highway, beneath some trees.

ROCKWELL (30 PROBES)

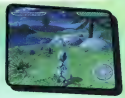
1 Across the road from the fair's main entrance.

2 Back to the fair, on the inside left corner of the wall.

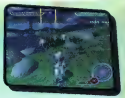
3 Inside the left-hand corner of the fair.

4 Go along the wall with the seats; it is on the outside corner of the wall.

5 Keep heading in the same direction until you see a big red barn; it's next to the barn.



6 Across the road and parking lot; it's on the water's edge.

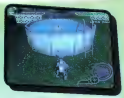


7 Follow the water's edge to the right.

8 The left side of the bridge on some rocks, down by the water.

9 On the rocks in the river.

10 Behind the car shed opposite the first pool in the residential block.

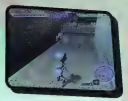


11 In the far pool at the end of the residential blocks.

12 Next to the giant Rockwell Cow statue.

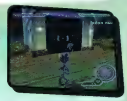
Over the fence and behind the house.

In between two bins opposite the 'Fly there!! Capitol City' billboard.



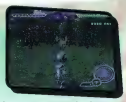
Directly opposite the Drive-In entrance.

Behind the sign at the Drive-In entrance.



Front of the silo on the same property as probe #18.

Between the shed and the barn opposite the drive in, on the projector side.



Under the tree next to the house on the hill.

Next to the furthest farmhouse to the north.

Behind the Drive-In movie screen.

Behind the big red barn next to the army yard.

Along the fence in the army yard behind the movie screen.

Directly behind the movie theater, next to the farm house with the silo.

Behind 'The Peaceful ATOM' billboard.

Behind the house on the property with cows.

Opposite the shed between the army barracks.

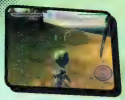
Inside the shed next door to the barracks to the left.

Across the bridge and too the left. Behind the town hall (where 'Citizen Crypto' speech is).

Along the police station fence.

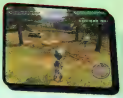
SANTA MODESTA (50 PROBES)

1



Next to the landing site on the corner of the beach.

2



On the hill to the left of the roundabout.

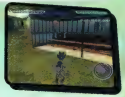
3

Behind the baseball field scoreboard.

4

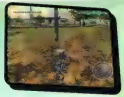
On the edge of the tree line on the waters edge.

5



Inside the dugout at the baseball field.

6

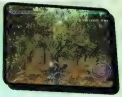


In the heavy foliage to the right of the baseball field.

7

In the same foliage as Probe #6.

8



Amongst the foliage to the left of the gas station.

9

Outside the back of the donut shop.

10

On the very top of the church.

11

Next to the Modesta Massacre II side-mission.

12

On the water's edge in the gully.

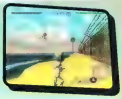
13 On the lawn of the house on the corner.

14 On the water's edge of the beach.

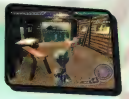
15 On the roof of the orange house.

16 On top of the lighthouse.

17 In the cave underneath the lighthouse hill.

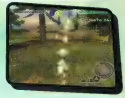


18 On the shore outside the back of the lighthouse.

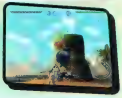


19 Inside the boatshed on the beach.

20 On top of the roof of Lou's Diner.



21 On the hill next to the television station.



22 On top of the giant grassy rock sticking out of the beach.

23 Under the tree next to tower #2 (where sleepy Ernst sleeps).

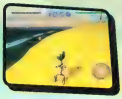
24 On top of the antenna on the roof of the SMCBS radio station.

25 On the veranda of the jetty.

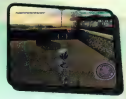
26 In the water at the back of a jetty.

27 Behind the fence opposite the Laundromat.

28 On the piece of grassy rock in the ocean.



29 On the water's edge opposite Cassidy's Diner.



30 Behind the Laundromat.

31 On top of the tall rock in the park.

32 Inside the Bowl World veranda.

33 On top of the Bowl World sign.

34 On top of the towering rock.

35 On top of the big tree in the park.

36 On top of the other big tree in the park.

37 In the yard of the house on the corner with the pink shed.

38 Behind the gas station.

39 On top of Franky's Barber shop.

40 On top of Martin's Electrical.

41

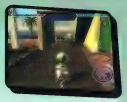
Behind the fence next to Probe #40.

42

Next to the Vulcan 100 billboard.

43

On the beach opposite Probe #44.



44

Underneath the stairs at the green block of units.

45

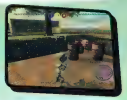
On top of Ed Schully's Motel sign.

46

Behind the Smith & Hodges building.

47

On the roof of Martin's Electrical.



48

Behind the corner fence of the gas station.

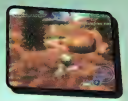
49

On the back patio of the orange house.

50

In the pool across the road from Probe #49.

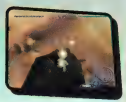
AREA-42 (24 PROBES)



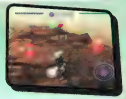
1 Just behind the landing site in the bushes.

2 On top of the rock archway in front of the landing site.

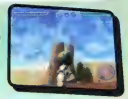
3 On top of the butte directly in line with Probe #1 and the side mission markers.



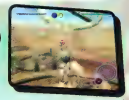
4 Halfway up the big butte in the intersection of the two roads.



5 On top of the giant boulder on the other side of the intersection.

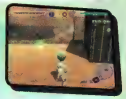


6 On the butte on the edge of the cliff next to the Majestic base.



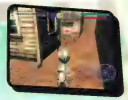
7 On top of the center Majestic building.

8 On top of the lab where the PSI Mutants are held in cages.



9 Inside the fenced area behind the cargo containers.

10 Behind the rocks on the outside corner of the Majestic base.

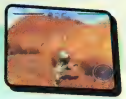


11 Over the fence to the right of the entrance of the army base.

12 On the side of the United Nations type of building.

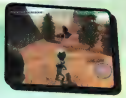
13 Inside a little cave at the bottom of the cliff.

14 Inside another cave on the opposite side of the mountain.

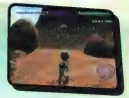


15 On the outside edge of the ammo dump.

16 In between two trees at the end of the cliff.



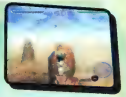
17 Around the back of the huge boulder.



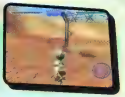
18 Just next to Probe #17, to the right of it.

19 On top of the other big rock opposite Probes #18 and #19.

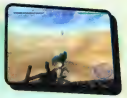
20 Inside the storage fence.



21 Opposite Probe #19 on another butte.

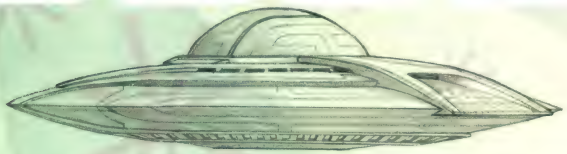


22 At the end of the airfield to the left and behind the fence.

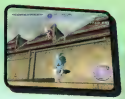


23 On the roof of the building next to the third hangar.

24 On the roof of the first hangar.



UNION TOWN (25 PROBES)



1 Just across the main road on top of the shed.

2 Behind the warehouse next to the blue truck.

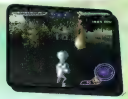
3 On the ground underneath the "Alpine Mist" billboard.

4 On top of the hangar where "Armquist vs. the Furons" is played.

5 Behind the warehouse underneath the Warehouse 25 sign.

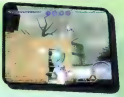
6 Next to the Muttz Foods Inc. sign.

7 Around the corner from the Union Town Grand Prix side-mission.



8 Amongst the bushes behind Probe #7.

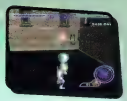
9 To the left of the giant water silos.



10 Above the shed next to the old tree.

11 On top of the far-right water silo.

12 In the wasteland behind the silos.



13

On the ground amongst the buildings.

14

On a rock near the water's edge.

15

Next to the smoke stack.

16

On the other side of Probe #15.

17

In between the two bins behind the warehouse.

18

On top of the crane.

19

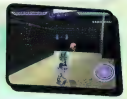
Next to the giant silo.

20

In between the fence and the silo.

21

In the corner of two shipping containers.

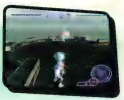


22

Underneath the second crane on the righthand side.

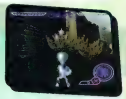
23

Behind the tree in the corner of the walls.



24

On the fortress lookout.



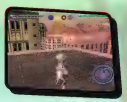
26

At the back of the island, behind the wall.

CAPITOL CITY (30 PROBES)

1 Near the top of the building opposite the parking lot.

2 On the roof of Finkelstiens Consumer Foods building.



3 On the roof of the building opposite the taxi side mission.

4 On the ground next to the taxi side-mission.

5 Behind the Carbuncle sign.

6 On the roof of Finkelstiens near the water.

7 On top of the blue roofed building.

8 Behind the White House on the roof.

9 Next to the horse statue in the square garden.

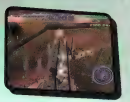
10 On the corner of the pillared building.

11 Across the bridge and over the fence on the left-hand side.

12 Inside the Octagon fence on the right-hand side of the building.

Amongst the rubble of the Octagon.

Just outside the fence near Probe #15.

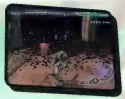


In the air above Probe 16.

Halfway up the Octagon on the right, near the wall.

On top of the Octagon.

In the air above Probe #19.



Halfway up the Octagon on the left, on the ground.

On the ground just in front of Probe #21.

On top of a broken girder on the left side of the Octagon.

Inside the left-hand bunker.

Just inside the front gate on the ground.

Inside one of the crates.

Behind the left-hand bunker inside a wooden crate.

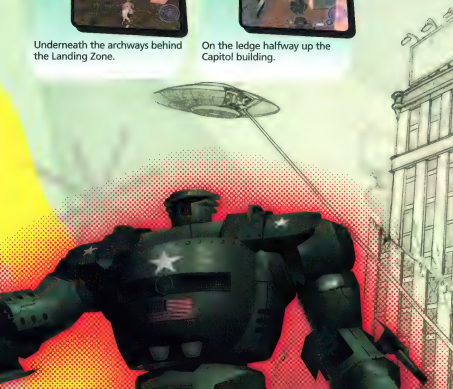
Above the Tesla Coil to the right of the gate entrance.

On the roof ledge of the building to the right of the Capitol building.

On the top of the north side stairs on the balcony.

Underneath the archways behind the Landing Zone.

On the ledge halfway up the Capitol building.



TOP SECRET

Throughout the game, Orthopox will unlock a variety of goodies and extras that can be viewed in the Archives level of the Mothership. Each time a new item is unlocked, you will receive a message that a new item is available upon returning to the Mothership. The following section is the complete list of unlockables and the criteria involved for unlocking them.

B-MOVIE THEATER

CHEAT	HOW TO UNLOCK
PANDEMIC LOGO	UNLOCKED AT BEGINNING OF GAME.
CREDITS	UNLOCKED AT BEGINNING OF GAME.
INTRO	UNLOCKED AT BEGINNING OF GAME.
FURON DOWN!	COMPLETE FURON DOWN!
OUTRO MOVIE	COMPLETE ATTACK OF THE 50FT PRESIDENT.
TEENAGERS FROM OUTER SPACE	COMPLETE ATTACK OF THE 50FT PRESIDENT.
PLAN 9 FROM OUTER SPACE	COMPLETE TEENAGE ZOMBIES FROM OUTER SPACE.

FURONIGAMI

CHEAT	HOW TO UNLOCK
INTRO MOVIE ANIMATIC	UNLOCKED AT BEGINNING OF GAME.
OUTRO MOVIE ANIMATIC	COMPLETE ATTACK OF THE 50FT PRESIDENT.
EVOLUTION OF AN ALIEN	COLLECT ALL ALIEN PROBES IN TURNIPSEED FARM.
BLUE BOOK: SAUCER BLUEPRINTS	COLLECT ALL ALIEN PROBES IN ROCKWELL.
ART OF THE FURON	COLLECT ALL ALIEN PROBES IN SANTA MODESTA.
FACE OF THE ENEMY	COLLECT ALL ALIEN PROBES IN AREA-42.
PATHETIC HUMANS!	COLLECT ALL ALIEN PROBES IN UNION TOWN.
THE CONCEPT BARNYARD	COLLECT ALL ALIEN PROBES IN CAPITOL CITY.

FURON PROPAGANDA

CHEAT	HOW TO UNLOCK
MAKING OF MOVIE	UNLOCKED AT BEGINNING OF GAME.
SELLING THE FURON	UNLOCKED AT BEGINNING OF GAME.
E3 2004 TRAILER	UNLOCKED AT BEGINNING OF GAME.
GAME TRAILER 2	UNLOCKED AT BEGINNING OF GAME.
DEVELOPER DARWINISM: EVOLUTION OF THE GAME	COMPLETE ATTACK OF THE 50FT. PRESIDENT.
E3 BOOTH FOOTAGE	COMPLETE ATTACK OF THE 50FT PRESIDENT.
GOOFY SCREENSHOTS AND VOICE OVERS	COMPLETE ATTACK OF THE 50FT PRESIDENT.
CRYPTO, PHONE HOME!	COMPLETE ATTACK OF THE 50FT PRESIDENT.

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THE INVASION HAS BEGUN!

Diner

MASTER EVERY SIDE MISSION

INCREASE YOUR DNA STORES BY COMPLETING EACH SIDE MISSION. AREA MAPS INDICATE EACH MISSION'S STARTING POINT.

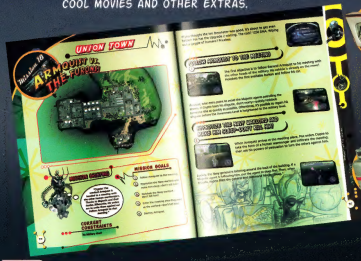
ALL ALIEN PROBES REVEALED

FIND EVERY HIDDEN ALIEN PROBE IN THE GAME. USE THEM TO UNLOCK HIDDEN GOODIES OR UPGRADE YOUR WEAPONS! AREA MAPS PINPOINT THEIR EXACT LOCATIONS.

FIND EVERY ALIEN PROBE

GAME UNLOCKABLES

LEARN WHAT IT TAKES TO OPEN ALL OF THE GAME'S COOL MOVIES AND OTHER EXTRAS.



MISSION MAPS

MAPS OF EACH AREA HELP GUIDE YOU THROUGH EACH MISSION WITH EASE. WHETHER IT'S THE LOCATION OF KEY OBJECTIVES OR VITAL MISSION INFO, THESE MAPS HAVE IT ALL!

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